RATCHET & CLANK 3
FIRST playtest of the game's incredible new ONLINE MODE!

DEF JAM VENDETTA II
SICK new screens you'd be out of your HIZZAY to miss!

100% INDEPENDENT PLAYSTATION 2 MAGAZINE

PSM

UNOFFICIAL. UNBIASED. UNRIVALED

SNAKE SURPRISES!

MAXIMUM METAL GEAR!

26 NEW SECRETS REVEALED!

74 NEW SCREENS!

WORLD'S BEST-SELLING PS2 MAG

EXCLUSIVE PLAYTEST!

GAME OF THE YEAR 2005?

Why Sony's GOD OF WAR will change adventure games FOREVER!

The classic fighter goes 3D– FIRST HANDS-ON ONLY IN PSM!

EXCLUSIVE screens of Konami's stunning answer to GRAN TURISMO 4!

DEVIL MAY CRY 3

WORLD EXCLUSIVE!

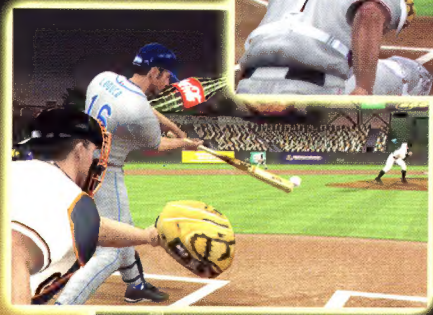
THE BAD ASS IS BACK!

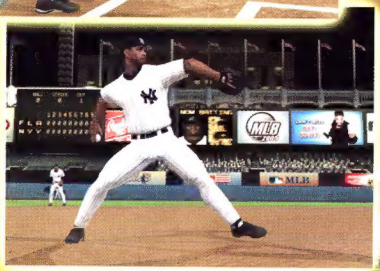
DARE WE SAY IT? It looks even BETTER than the first game!

MASTER FINAL FANTASY XI & RESIDENT EVIL OUTBREAK! P. 82

$4.99US $6.99CAN
06
0 71486 03832 0
The first choice for gamers
Future Games
ISSUE 85 ▸ JUNE 2004 ▸ VOL.8

STEP UP TO THE PLATE,



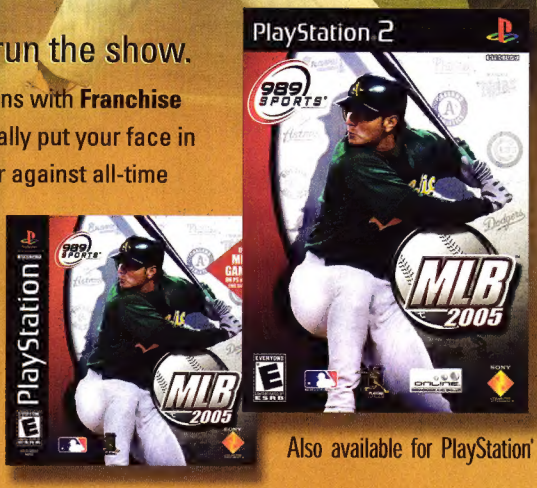


Major League Baseball and Hall of Fame trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. and the National Baseball Hall of Fame and Museum, Inc., respectively. Visit the official website at MLB.com. © MLBPA, Official Licensee-Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. 989 Sports and the 989 Sports logo are registered trademarks of Sony Computer Entertainment America Inc. © 2004 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

IF YOU'VE GOT THE GAME!

Only *MLB 2005* allows you to run the show.

Call the shots from contracts to concessions with **Franchise Mode**. For the first time ever you can actually put your face in the game with **EyeToy**™. See how you'd fair against all-time greats from the past and present. And play online with the masses until your thumbs wear out. Then settle in for the ultimate managerial experience with **SportsCast Manager** —sit back, bark at your players with **Voice Recognition** and look for that contract extension.



Also available for PlayStation®

Unnerving realism. A graphically harrowing depiction of the terror of war.

Powered by Guerrilla's groundbreaking 'Killzone' engine.

Missions range from large-scale NVA battles to stealth-based assignments.

"We've never seen a more realistic war game." - PSM

Forget Medals. Forget Honor. Just Survive.

It's 1967. You've been drafted to fight in the most controversial conflict of modern times. Prepare to experience the fear, chaos and atrocities of the Vietnam War. From napalm bombardments of civilian villages to deadly VC booby traps, can you survive your first tour of duty?

COMING JUNE 2004

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

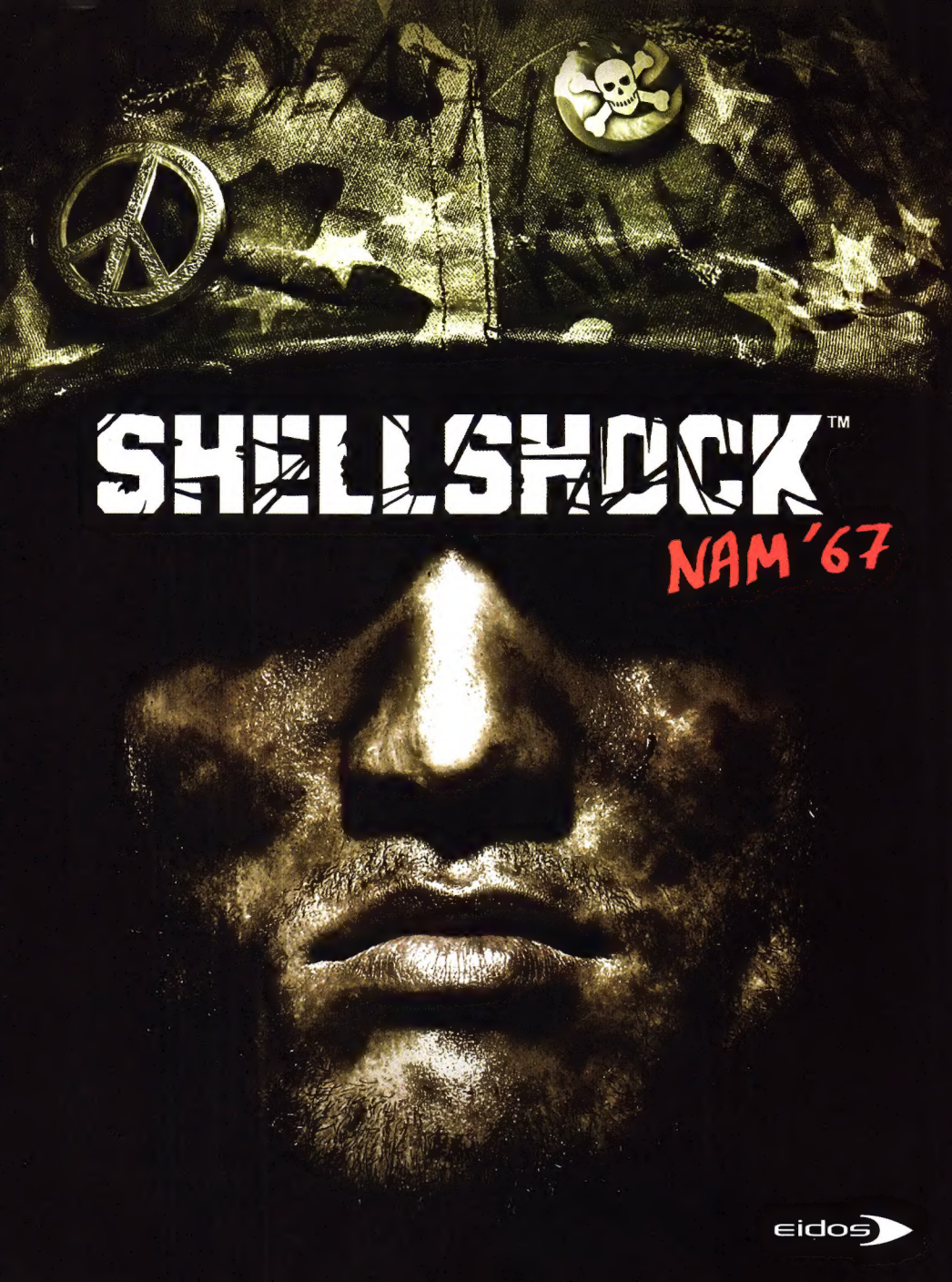
XBOX

PlayStation.2

GUERRILLA

ShellShockGame.com

©2004 Eidos. Developed by Guerrilla BV. Published by Eidos, Inc. ShellShock, ShellShock: Nam '67, the ShellShock logo, Eidos and the Eidos logo are trademarks of the Eidos Group of Companies. Guerrilla and the Guerrilla logo are trademarks of Guerrilla BV. All Rights Reserved. 'PlayStation' and the 'PS' Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks and registrations are property of their respective owners.


SHELLSHOCK™
NAM '67
eidos

<< GET READY TO CRY... TEARS OF JOY! THE JAWS START DROPPING ON PAGE 36! >>

EDITOR'S LETTER

The king of cool is back, and ready to kick ass!

Get ready to cry... tears of joy! *Devil May Cry*, still our top PS2 action game *ever*, is getting a prequel that's going to show a certain Mr. George Lucas how they should *really* be done. Better yet, it's coming out this year. Even better than that: we've got a massive WORLD EXCLUSIVE first look at the game, which you absolutely, positively must not miss. The jaws start dropping on page 36. Speaking of jaw-dropping, we also got our mitts on one of the best action games we've ever played this month — and it's not even due out until next year! I'm talking about Sony's amazing *God of War*, and you can find our juicy, exclusive hands-on report on page 52.

Oh, and then there's a mere 74 new screens and two dozen exclusive new details on *MGS3*. Wait, did I just write *74* screens?! That's gotta be a typo *(No, it's not — Bill)*. Well then... enjoy! — **CHRIS SLATE**

Chris may be smiling, but by the time we figured out why, the PSM staff was crying.

CHRIS SLATE
Editor-In-Chief

LIKES: Action/adventure games, platformers, arcade racers, stuff with monkeys

HOBBIES: Comics, hoops, DVDs, movies, anime, drawing, iPod

What makes you cry? Any movie about poor, little, lost puppies, or cute, helpless, little kitties out in a storm. But what really chokes me up is when Bill writes my answers for me. It hurts, man... sniff...

MEET the TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...

RANDY NELSON
EXECUTIVE EDITOR

LIKES: Action, shooters, racers
HOBBIES: Toys, comics, anime

What makes you cry? It takes a *lot*, let me tell you. I'm talkin' sweaty socks filled with onions and Limburger cheese. That, and *Beaches*.

ERIC BRATCHER
SENIOR EDITOR

LIKES: RPGs, Weird Imports
HOBBIES: Raising dust bunnies

What makes you cry? I'm nearly immune to physical pain of any kind, but one look at my bank account can reduce me to tears for hours.

BILL DONOHUE
MANAGING EDITOR

LIKES: polish-pope.com
HOBBIES: Selling CDs!

What makes you cry? Wouldn't a more accurate question be: What makes you go insanely homocidal with a berserker's rage and... oops!

DAN FITZPATRICK
ART DIRECTOR

LIKES: Playing keyboards
HOBBIES: New Wave dancing

What makes you cry? No one appreciates my music. Just you wait. Someday I'll grow Flock Of Seagull's hair and take over the music biz!

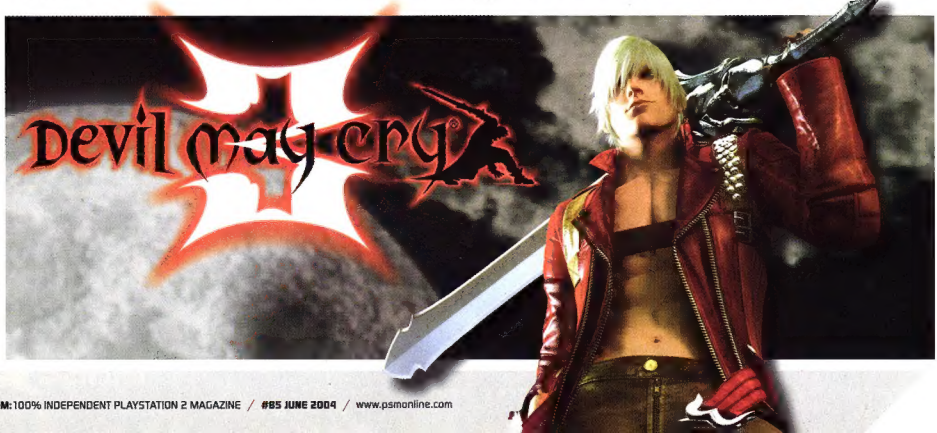
GARY LIEW
ASSOCIATE ART DIRECTOR

LIKES: Bermuda onions
HOBBIES: Peeling

What makes you cry? Onions really make me cry when I am cutting them. Sometimes sitting next to Bill has the same damn effect.

ON THE COVER

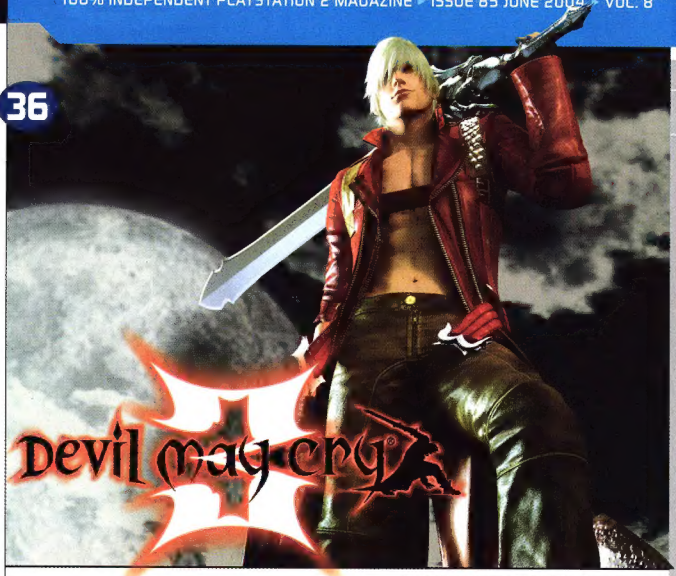
When it comes to videogame heroes, they don't get any cooler than *Devil May Cry's* main man, Dante. The badass demon slayer has never had more style (or been more of a wise-guy) than in *DMC3* — or on our exclusive CG cover art.



Featuring: TALIB KWELI

complex magazine published by Marc Ecko's complexmagazine.com
Shop eckōunltd.at eckō.com

PSM MAIN MENU no. 85
100% INDEPENDENT PLAYSTATION 2 MAGAZINE ▸ ISSUE 85 JUNE 2004 ▸ VOL. 8



Are you down with *DMC*? You'll be ready to rock after reading our WORLD EXCLUSIVE feature on Dante's most extreme adventure yet!

<< EVEN BEFORE THE INTRO MOVIE ENDS, THERE'S NO DOUBTING THAT THE "COOL" IS BACK IN FULL EFFECT >>

METAL GEAR SOLID 3

Learn how to take prisoners silently in the field from the master!

GOD OF WAR

The game that pleases the gods mightily... and that ain't no bull!

FEATURED PREVIEWS

JAK 3
The road trip ended when they left Tom in the desert, and they never ate beans again.

RATCHET & CLANK 3
Scientific proof! That little guy in the back is the guy who turns off the light in your fridge.

KOF: MAXIMUM IMPACT
"Okay, guys, now what's really your most favorite game on this page, huh, sweetie?"

MONSTER HUNTER
Bob's cookouts were lonely affairs. No one in the neighborhood really liked Teriyaki Dog...

CONTENTS

FEATURES

36

DEVIL MAY CRY 3

Seven jam-packed pages on what's set to be one of the greatest videogame prequels ever! Let's rock, baby!

<< PSP IS SO MUCH MORE THAN JUST A SIMPLE GAME BOY REPLACEMENT >> pg. 10

18

PSM GAME OF THE MONTH

FINAL FANTASY XI

What happens when we don't eat, sleep, or drink for weeks on end? You get the most in-depth and complete review of the biggest *Final Fantasy* game ever, that's what!

MONITOR

Your inside look at this month's hot topics, gear, and games

TOP STORY 10

ALL the latest PSP news!

CHECKPOINT 18
Your one-stop spot for cool games, movies and gear that's coming your way

REVIEWS

The world's most accurate, in-depth game reviews

GAME OF THE MONTH:
Final Fantasy XI 18
Find out what it's like to breathe the air in Vana'diel while keeping your head connected to your shoulders...

ALIAS	29
FINAL FANTASY XI	18
HITMAN: CONTRACTS	24
NBA BALLERS	28
RE: OUTBREAK	22
SAMURAI WARRIORS	25
SERIOUS SAM: NE	30
SIREN	26
SYPHON FILTER: OS	27
WTS 2005	29
THE X-FILES	30

PREVIEWS

Your first look at the hottest new PlayStation 2 games

ACE COMBAT 5	70
BATTLEFIELD: MC	71
CRISIS ZONE	75
DEAD TO RIGHTS II	79
DEATH BY DEGREES	77
DEF JAM VENDETTA II	73
DRIV3R	76
FORGOTTEN REALMS	80
GALACTIC WRESTLING	79
THE GETAWAY 2	74
JAK 3	58
KOF: MAXIMUM IMPACT	66
THE MARK OF KRI 2	79
MONSTER HUNTER	68
RATCHET & CLANK 3	62
THE RED STAR	81
RUMBLE ROSES	81
SHIN MEGAMI TENSEI	81
S.R.S.	81
SLY 2	72
TERMINATOR 3	79
XENOSAGA 2	78

HOW TO

Tips, guides, and cheats that will make you a winner

FINAL FANTASY XI	82
FUGITIVE HUNTER	88
GAMESHARK CODES	88
I-NINJA	88
MLB 2005	88
MX UNLEASHED	88
PSM CHALLENGE	86
SONIC HEROES	88
TERMINATOR 3	88

FEATURED REVIEWS

22

▲ RE: OUTBREAK "I told you to knock before coming in here!"

24

▲ HITMAN: CONTRACTS Girlfriend + other guy + gas mask = tears.

26

▲ SIREN Attractive, single moms are just waiting to meet you!

27

▲ SYPHON FILTER Don't whizz on the electric fence!

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite — the hardcore gamers that support and drive this industry. This is *not* a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, *ever* betray your trust. This is our promise to you, the hardcore PlayStation 2 gamer, who deserves nothing less. Now let's get this issue going!

THE BEST SHOOTER

"IT'S A MUST-HAVE TITLE."
ELECTRONIC GAMING MONTHLY

"THIS IS THE ONLINE TITLE YOU HAVE BEEN WAITING FOR."
GAME INFORMER

"GORGEOUS MASTERPIECE THAT'S PEERLESS IN ITS CLASS."
ELECTRONIC GAMING MONTHLY

FREEDOM ISN'T FREE

LEAD AN ELITE TEAM OF COUNTER-TERRORISM OPERATIVES THROUGH 15 ALL-NEW MISSIONS AGAINST A NEW BREED OF TERRORISTS ARMED WITH ENHANCED AI TACTICS.

GROUNDBREAKING VOICE COMMAND TECHNOLOGY LETS YOU INSTANTLY ISSUE OVER 80 ORDERS TO YOUR SQUAD, LIKE "OPEN AND FRAG" AND "BREACH AND CLEAR."

TEAM UP WITH A FRIEND IN INTENSE SPLIT-SCREEN CO-OP MISSIONS, OR BATTLE HEAD-TO-HEAD AGAINST OPPONENTS IN ACTION-PACKED ONLINE BATTLES.

NOW AVAILABLE ON PLAYSTATION®2

MATURE 17+ M Blood Violence
CONTENT RATED BY ESRB

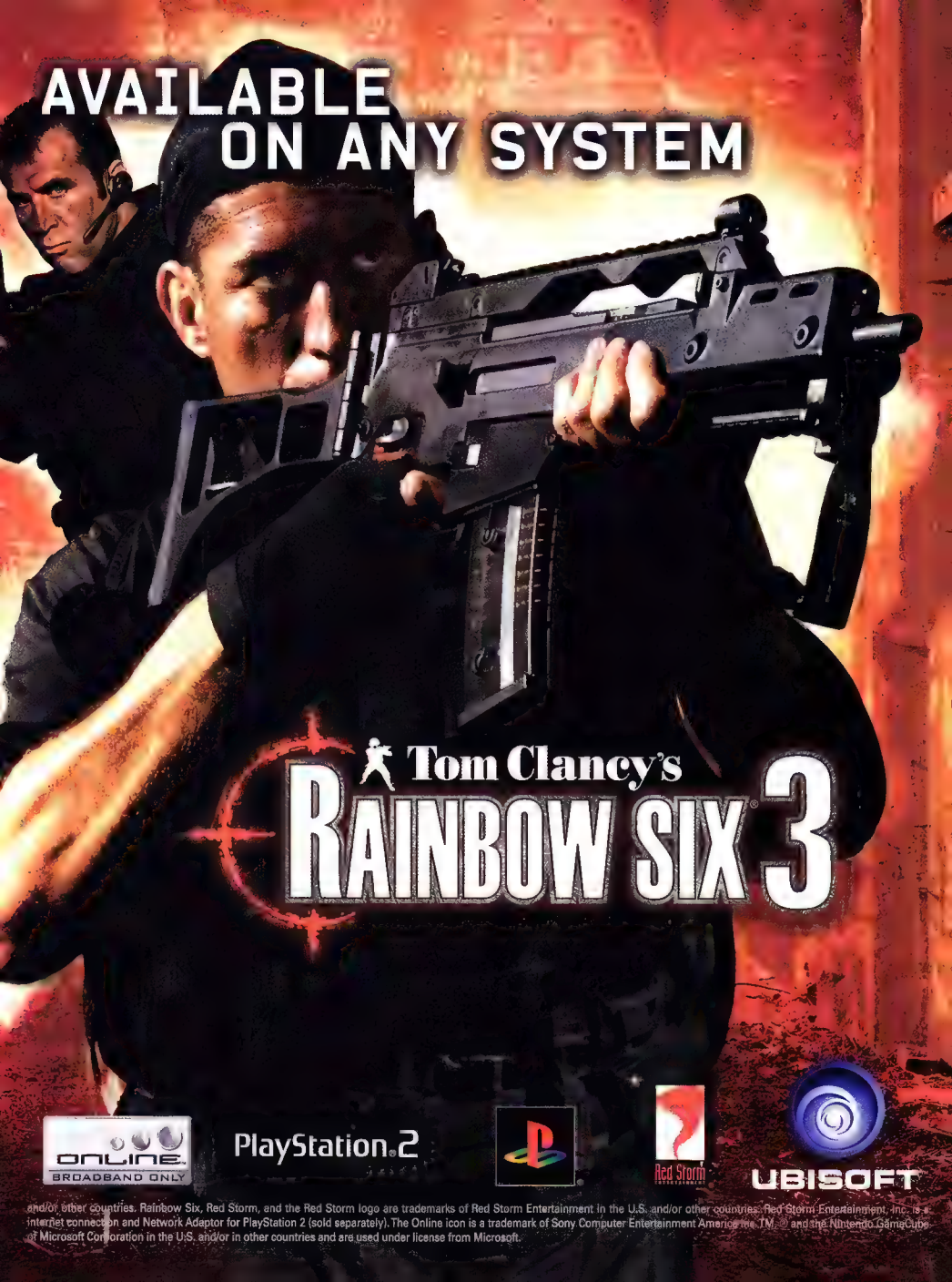
WWW.RAINBOWSIX3.COM

NINTENDO GAMECUBE.

XBOX

XBOX LIVE ONLINE ENABLED

© 2003–2004 Red Storm Entertainment. All Rights Reserved. Ubisoft, the Ubisoft logo, and the Soldier Icon are trademarks of Ubisoft Entertainment in the U.S. Ubisoft Entertainment company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires logo are trademarks of Nintendo. ©2001 Nintendo. Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox Logos are either registered trademarks or trademarks



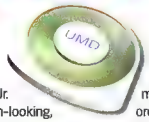
and/or other countries. Rainbow Six, Red Storm, and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. © internet connection and Network Adaptor for PlayStation 2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. TM, ® and the Nintendo GameCube of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

PORTABLE POWER!

▲ No, *Primal* isn't coming to PSP — but *Death, Jr.* is!

FIRST PSP GAME SHOWN!

Full details on one of the U.S. launch titles + new info on the system itself



Where do you go when you want the inside skinny on upcoming game hardware? Believe it or not, it isn't the E3 expo. Some of the coolest PlayStation-related news this year actually came out of the annual Game Developers Conference, held in San Jose, California.

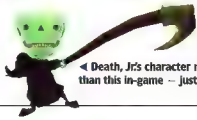
During his keynote address to — who else — an auditorium full of game developers, Sony Computer Entertainment America Executive Vice President (whew!), Andrew House, spoke briefly about the technology of the upcoming PlayStation Portable (PSP), but then it was time for the big surprise: a video demonstration of one of PSP's first games: *Death, Jr.*

DEATH, JR.

The game was presented by its developer, Backbone Entertainment. No stranger to portable gaming, it has worked on numerous titles for Nintendo's Game Boy Advance, but *Death, Jr.* is its first entirely original game. Senior Producer Chris Charla spoke about power and ease of development of the PSP hardware, noting that *Death, Jr.* had been ported to the PSP from PS2 in roughly six weeks, and that, "polygon for polygon, PSP is more powerful than PS2." In fact, the demo on the game presented by Backbone's Creative Director, Mike Mika, showed off several visual techniques difficult to achieve on PS2, but which PSP can pull off without breaking a sweat.

The scythe (and gun)-wielding son of Death was shown moving through a colorful 3D world, swinging his implement of doom as it produced smooth-edged trails. Death, Jr. himself was also very smooth-looking, thanks to PSP's built-in support for transforming blocky character models into rounded ones using hardware Bezier curves. Another cool effect was show when Death's son moved through a bed of individual flowers, which not only bent and swayed by his movement, but also discolored and wilted due to his, well, death-causing presence.

Death, Jr. is slated to launch alongside PSP next March, and Sony is unfortunately holding back any official screenshots of the title until a later date. Hopefully, we'll get to see more of it at E3!



◀ Death, Jr.'s character model looks even better than this in-game — just wait 'til you see it!

PSP HARDWARE UPDATE

On the other side of the Atlantic, Sony Computer Entertainment Europe president and COO, David Reeves, has been revealing more info about the PSP hardware itself. Speaking to the European press, Reeves made it clear that PSP is not intended to be a mere Game Boy replacement. He indicated that it will have expansions beyond wireless networking, including phone, GPS, and WiFi Internet uses. Much more on this aspect of the handheld is expected to be unveiled at E3.

▶ David Reeves SCEE's newly promoted president and COO, David Reeves, is already quite vocal about the PSP's potential.

LISTEN UP!

SONY TALKS ABOUT THE FUTURE OF PS2

Online gaming and the EyeToy will be a big focus in 2004 and beyond

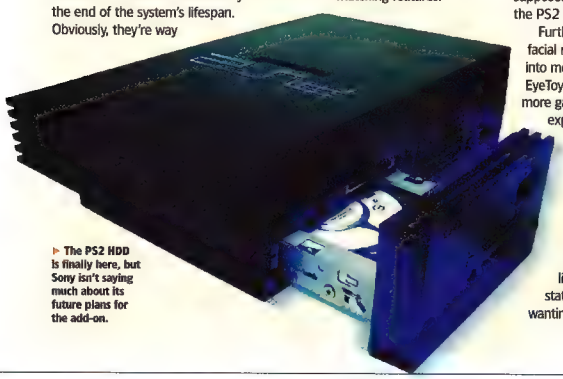
PSP wasn't the only topic of discussion at Sony's GDC presentation. In fact, a majority of it focused on the things SCEA has done so far to "evolve" PlayStation 2 as a gaming platform, and ways it's planning to expand it further in the future.

ONLINE GOALS

Here's a hot fact: Sony has sold (and users have registered) nearly three million Network Adapters so far. That's close to 10% of the total PS2's sold in North America (39.18 systems have been shipped to stores). What's so impressive about that? Well, when it launched the Network Adapter, Sony expected 10% of PS2 users to have one by the end of the system's lifespan. Obviously, they're way ahead to that projection.

With online gaming becoming a major part of the PS2 lifestyle, Sony is stepping up plans to evolve the online experience. In the near future, it will begin working with developers on creating more a more consistent online world.

What this means to gamers is the introduction of a single username and login feature across all games, and a central "hub" where players can meet up, chat, and plan games / tournaments. SCEA says publishers will retain control over game content, and the idea isn't to charge a monthly fee for these new convenience and matching features.



▶ The PS2 HDD is finally here, but Sony isn't saying much about its future plans for the add-on.

EYETOY OUTLOOK

With 3.3 million sold world wide, the EyeToy camera is way past the gimmick stage. Sony is already working on five new games supporting it (one, in which head and color tracking are used to control a "rail grinding" game, was demonstrated), but also plans to incorporate it into the PS2 interface itself. A quick clip of a users selecting and manipulating digital photos with their hands was shown, and could actually be the promised photo viewer that was supposed to come pre-installed on the PS2 HDD.

Further plans include integrating facial recognition and mapping into more games, and getting the EyeToy development tools out to more game makers, so they can experiment with their own unique uses for the device.

10 YEARS OF PS2

Much like the PSone, which is fast approaching its 10th birthday, SCEA envisions a similar 10-year lifespan for PS2. This was stated in the context of Sony wanting to have "two viable console platforms" on the market at any given time; this leads to the question of whether PSone support will be dropped with the launch of PS3, and if the next console will even be backwards compatible with its 32-bit forefather.

Sony rounded out its GDC presentation by making it clear that it will launch PlayStation 3 (or whatever it's eventually called) when they feel it can "deliver the best experience possible," and not in reaction to new systems from its competitors, namely Microsoft and Nintendo. With MS gearing up for a fall 2005 introduction of its Xbox successor, we wouldn't be the least bit surprised if Sony takes its time and launches PS3 in Japan during the spring of 2006 and the rest of the world later that year.

Developers have already gotten specifications for the next-generation Xbox, and development sources, under condition of anonymity, have told PSM that Sony was quick to follow suit in getting an early idea of what PS3 will be able to deliver out to them.

◀ It might have "toy" in its name, but the EyeToy is serious business in the eyes of Sony.

SNEAK PEEK

KONAMI'S ON GRAN TURISMO'S TAIL

Enthusia marks the Metal Gear maker's stunning racing sim debut

When we heard that Konami was making a game to rival *Gran Turismo*, well... we were a little skeptical. After all, this is uncharted territory for the company. Without breaking our pre-E3 oath of secrecy, we can tell you that they brought in some top-notch racing game talent to create *Enthusia*, and their efforts are already looking absolutely fantastic.

Slated for a spring 2005 release, the game will feature a mix of real-world and fantasy courses, and a selection of licensed cars numbering in the hundreds. We'll have a hands-on preview of the game next issue, so sit tight!

▶ **This is the first screen from Konami's ambitious racer, *Enthusia*. The detail on the licensed Nissan Skyline is downright stunning.**

DIDJA KNOW?

Konami's last racing game on PS2 was *Whiteout*, a snowmobile racer released in November of 2002. It also released *Woody Woodpecker Racing* on PSone. *Enthusia* is its first pure racing sim for either console.

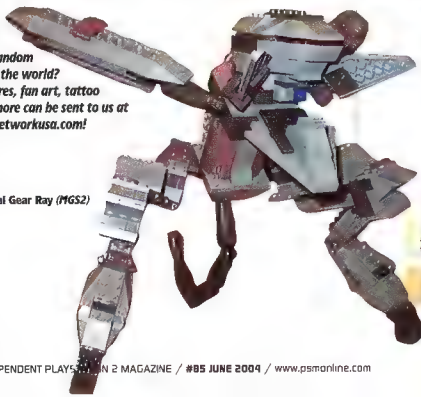
◀ **All-terrain desert racing? This should be *really* interesting...**

FANDOM

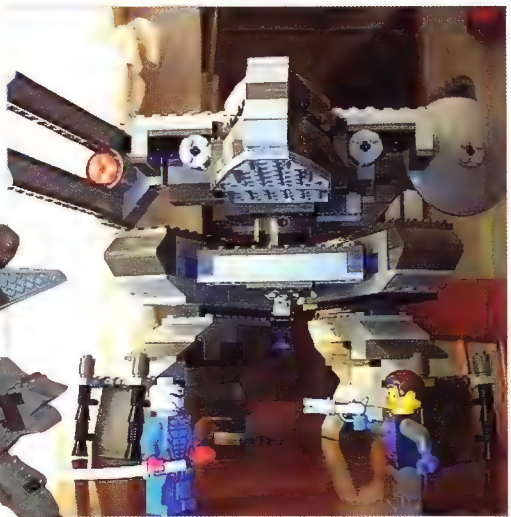
METAL GEAR LEGO!

Hideo Kojima used Legos to help him plan out the levels in the original *Metal Gear Solid*. PSM reader Justin Stebbins took a different approach, showing his love of the series by assembling these impressive recreations of Metal Gear Rex (from *MGS*) and Metal Gear Ray (From *MGS2*). These big, blocky bots are fully poseable, and, as you can see in the photo of Rex, Justin even customized Lego people to look like characters from the game. Way to go, Justin... we can't wait to see what you do with *MGS3's* main mech!

Do you have proof of your PlayStation fandom to share with the world? Cosplay pictures, fan art, tattoo photos, and more can be sent to us at psm@futurenetworkusa.com!



▶ **Metal Gear Ray *(MGS2)***



▲ **Metal Gear Rex *(MGS)* with Snake and the Ninja**

VERSUS MODE

DANTE (DMC) VS DANTE (CLERKS)

ROUND ONE: BACKGROUND	
Dante (DMC): Half-human, half-demon monster hunter	**Dante (Clerks):** A convenience store clerk
Advantage: **Dante**	
Dante (DMC): Created by Hideki Kamiya, cool director	**Dante (Clerks):** Created by Kevin Smith, cool director
Advantage: **Draw**	
ROUND TWO: ON THE JOB	
Dante (DMC): Trashes enemies and ridicules bosses	**Dante (Clerks):** Whines about customers and hates his boss
Advantage: **Dante**	
Dante (DMC): His guns take out bad guys	**Dante (Clerks):** His loiterers freak out customers
Advantage: **Dante**	
ROUND THREE: OFF THE JOB	
Dante (DMC): Plays pool and rocks out in his office	**Dante (Clerks):** Sleeps on floor of his messy apartment
Advantage: **Dante**	
Dante (DMC): His girlfriend has super powers	**Dante (Clerks):** His girlfriend makes really good lasagna
Advantage: **Dante**	

WINNER: DANTE (DMC)

▶ The first GameOn expo probably won't get as big or lavish as E3, but, hey, it'll be open to the public.

BL NEWS

"E3 FOR THE PEOPLE" PLANNED FOR '04

New York City gaming expo will be open to the public!

Trade show organizers Expo International are hoping to fulfill the dream of many a U.S. gamer this November. That's when its will hold GameOn NY, the first consumer videogame show in America, at New York's Madison Square Garden.

Unlike the E3 expo, which is only for industry insiders and members of the press, GameOn NY will be open to the general public, much like Japan's annual Tokyo Game Show. In addition to numerous exhibitor booths, upcoming games, celebrity appearances, and music events, showgoers will be able to participate in competitive tournaments.

While the full list of exhibitors has yet to be announced, you can get more details on the show, which runs November 12-14, at www.gameonny.com.

ACTION THAT'S COOL AS ICE!

REVVED-UP SPECIAL FEATURES

- DISCOVER THE SPECTACULAR SPECIAL EFFECTS AND ACTION SEQUENCES
- YOUNGBLOODZ LEAN LOW MUSIC VIDEO
- TWO SMOKIN' COMMENTARIES: THE CAST, DIRECTOR AND THE CREATIVE TEAM

BUY IT ON DVD MAY 18

WARNER BROS. PICTURES PRESENTS IN ASSOCIATION WITH VILLAGE ROADSHOW PICTURES A NEAL H. MORITZ PRODUCTION "TORQUE" MARTIN HENDERSON ICE CUBE MOIRET MAZUR ADAM SCOTT MATT SCHULZE JAIME PRESSLY AND JAY HERNANDEZ EDWARD E. SMITH, A.S.C. AND DAVID BLACKBURN PETER J. RAMPTON PETER LEVY, A.C.E. TREVOR RABIN MIKE RACHMIL GRAHAM BURKE AND BRUCE BERMAN MATT JOHNSON NEAL H. MORITZ AND BRAD LUFF JOSEPH KAHN

TORQUEMOVIE.COM AOL KEYWORD: TORQUE WARNERVIDEO.COM

PG-13 PARENTS STRONGLY CAUTIONED

Violence, Sexuality, Language and Drug References

Bonus Material Not Rated or Closed-Captioned

VILLAGE ROADSHOW PICTURES

© 2004 Warner Bros. Entertainment Inc. All rights reserved.

DOLBY DIGITAL DOLBY SURROUND CC

CHECKPOINT

You've found it: your one-stop spot for all the best stuff headed your way (Please keep in mind that release dates do change — don't blame us if they do!)

Current Releases

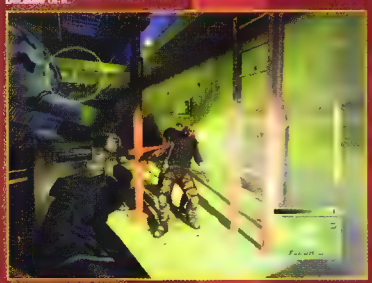
TITLE	GENRE	PUBLISHER
Astro Boy	Action	Sega
Carmen Sandiego: Secret Files	Action	Banl
DRIV3R	Racing	Atari
Front Mission 4	RPG	Square Enix
Harry Potter: Prisoner of Azkaban	Adventure	EA
Karaoke Revolution 2	Family	Konami
Legends of Wrestling: Showdown	Sports	Acclaim
Malice	Action	Bethesda
McFarlane's Monsters: Evil Prophecy	Action	Konami
Micro Mayhem	Racing	Jaleco
MLB Slugfest: Loaded	Sports	Midway
MTV Music Generator 3	Family	Codemasters
Psi-Ops: The Mindgate Conspiracy	Action	Midway
Powerdrone Racing	Racing	Bethesda
Shellshock: Nam '67	Action	Eidos
Silent Hill 4: The Room	Action	Konami
Smash Court Tennis 2	Sports	Namco
StarCraft: Ghost	Action	Sierra
Spider-Man 2	Action	Activision
The Warriors	Shooter	Rockstar
Ultimate Muscle	Action	Bandai

► *Slugfest* is an amazingly good baseball sim.

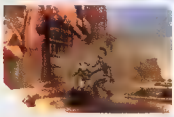
July's Releases

TITLE	GENRE	PUBLISHER
Combat Elite: WWII Paratrooper	Action	Acclaim
NCAA Football 2005	Sports	EA
Splinter Cell: Pandora Tomorrow	Action	Ubisoft
Way of the Samurai 2	Action	Capcom

▼ We may have to wait a bit longer for *Splinter Cell: Pandora Tomorrow*, but it will be an even better game because of it.



PSM Games to Watch



God of War

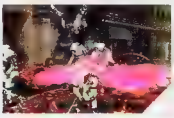
Publisher: Sony CEA Type: Action Release Date: Spring 2005

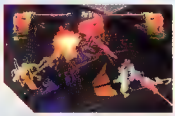
Taking its cues from games like *Rygar* and films like *Clash of the Titans*, *God of War* looks to surpass its predecessors with stunning gameplay and graphics. The protagonist is on a quest to kill Ares, and he's more than willing to tear apart any mythological creatures that might get in his way.

Nano Breaker

Publisher: Konami Type: Action Release Date: Fall

In the future, humans create millions of nanotech robots to do their bidding, and all is well and good (for the humans, anyway) until the machines gain sentient thought and decide to rebel against their former masters. Enter Jack Warren, a prisoner who gets released to break these uppity nanos and save humankind.





Red Star

Publisher: Acclaim Type: Action Release Date: Fall

Based on the Christian Gossett comic book of the same name, *Red Star* tells an allegorical tale of three different characters and their lives in an alternate Russia, where soldiers of The United Republics of The Red Star use both futuristic technology and magic as its tools for warfare.

Death by Degrees

Publisher: Namco Type: Action Release Date: TBA

***Tekken's* Nina Williams takes a break from the Iron Fist Tournament and goes off on her own in *Death by Degrees*. Nina's working with the CIA to bring down an organization known as Camietta. Nina has new moves to help her on her adventure, including stealth attacks and an altered control scheme that makes use of both the PS2's analog sticks.**

Battlefield: Modern Combat

Publisher: EA Type: Action Release Date: Fall

The latest iteration in the popular and award-winning *Battlefield* series is coming to PS2 later this year. As the name suggests, *Battlefield Modern Combat* gives players the opportunity to use modern weapons and vehicles and fight side-by-side with fellow grunts against enemy forces.

WHAT YOU SHOULD BE PLAYING

1. Final Fantasy XI

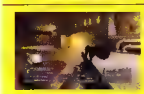
Pub: Sony CEA Dev: Square Enix Type: Online RPG

Square Enix makes the MMORPG genre even better by combining the sheer addictiveness of an MMORPG with masterful storytelling.

2. Resident Evil: Outbreak

Pub: Capcom Dev: Capcom Type: Online Horror

You can always play by yourself, but it's really more fun and rewarding to share the thrills with fellow *Resident Evil* fans over the Internet.



3. Rainbow Six 3

Publisher: Ubisoft Developer: Ubisoft Type: Action

Communication is the key to success in this squad-based FPS, so you'd better play nice and work together, whether you're playing online or off.

Cool Stuff

Here's a look at some of the hottest new gear and goodies you should keep an eye out for

SwissMemory USB Victorinox

From: Swissbit
Price: $73 - 88

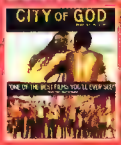
A Swiss Army Knife is always useful — MacGyver proved that every week — but the SwissMemory USB Victorinox is more useful than any previous Swiss Army Knife. The SwissMemory USB has, as the name implies, a USB 2.0 compliant memory stick that you can use to transfer large files from place to place. The smaller version has 64MB, but you can always upgrade to the 128MB version.

The SwissMemory USB is not merely a gussied up memory stick, however — it has all the accoutrements that other Swiss Army Knives have: a knife, a file and a pair of scissors. It also has a ball point pen and a red LED light. And, for those concerned about security, the SwissMemory uses SecureLOCK software that allows you to encrypt you files so that no one else has access to them.

▼ For those concerned about getting their SwissMemory USB confiscated at the airport, Swissbit offers a version that only has the memory stick, pen and light.

Hot In June

OUR TOP DVD PICKS



CITY OF GOD

Rocket and Lil' Ze's Boondocks gang rise to power in the crime-ridden streets of Rio de Janeiro. Based on a true story.

DAD'S ARMY

RELEASE: September 13
Two escaped cons go on a road trip, posing as nuns to avoid detection. Starring Martin Clunes, Julia Sawalha and Catherine Tate.

OUR TOP MOVIE PICKS

HARRY POTTER AND THE PRISONER OF AZKABAN

EXPANSION: PAGE 7

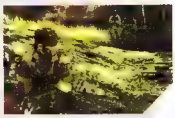
THE CHRONICLES OF RIDDICK

EXPANSION: PAGE 7

Vin Diesel returns as Richard B. Riddick, who finds himself in the vision, who finds himself on the

Readers' Most Wanted

1 — METAL GEAR SOLID 3: SNAKE EATER
Publisher: Konami
Developer: Konami
Release Date: TBA
#1 Last Month
Snake rules the top of the charts yet again!



2 — KINGDOM HEARTS II
Publisher: Square Enix
Developer: Square Enix
Release Date: TBA
#2 Last Month
Square Enix's Disney RPG stays put at the #2 spot.

3 — FINAL FANTASY XII
Publisher: Square Enix
Dev: Square Enix
Release Date: TBA
#3 Last Month
Though there's little info, Square Enix's latest epic stays strong at #3.

4 — MORTAL KOMBAT: DECEPTION
Publisher: Midway Developer: Midway
Release Date: Fall
#5 Last Month
MK battles its way up to #4.

5 — GRAN TURISMO 4
Pub: Sony CEA Dev: Polyphony Digital
Release Date: Fall
#4 Last Month
GT4 gets delayed and slips down a spot.

6 — DRIV3R
Pub: Atari Dev: Reflections
Release Date: Summer
#6 Last Month
The wheelman is almost here.

7 — JAK 3
Pub: Sony CEA Dev: Naughty Dog
Release Date: TBA
#7 Last Month
You wouldn't like Jak when he's angry.

8 — KILLZONE
Pub: Sony CEA Dev: Guerilla Games
Release Date: Fall
#8 Last Month
Killzone's still looking good.

New — 9 — RATCHET & CLANK 3
Pub: Sony CEA Dev: Insomniac Games
Release Date: TBA
New This Month!
Ratchet & Clank are back... and online!

New — 10 — ONIMUSHA 3
Pub: Capcom Dev: Capcom
Release Date: Summer
New This Month!
Samanosuke's back with a French friend.

CAST YOUR VOTE!
Visit www.psmonline.com and pick your most wanted game from our list of the hottest upcoming releases. We'll tally the results, and print 'em here each issue!

NPD Funworld TRSTS SALES CHARTS

TOP 10 PS2 GAMES FOR FEBRUARY

1. NFL Street

2. Need For Speed Underground
3. James Bond 007: EON
4. Jet Li: Rise to Honor
5. Champions of Norrath: ROE
6. Mafia
7. Sonic Heroes
8. Madden NFL 2004
9. PIX Unleashed
10. True Crime: Streets of L.A.

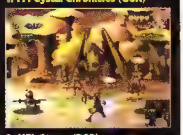
TOP 10 PS1 GAMES FOR FEBRUARY

1. Shrek: Treasure Hunt

2. Crash Team Racing
3. Atari Anniversary Edition
4. Namco Museum Vol. 3
5. Spongebob Supersponge
6. Spyro: Year of the Dragon
7. Pac-Man World
8. Gran Turismo 2
9. Mortal Kombat Trilogy
10. Crash Bash

OVERALL TOP 10 FOR FEBRUARY

1. FF: Cystal Chronicles (GCN)



2. NFL Street (PS2)
3. Metroid: Zero Mission (GBA)
4. NFS Underground (PS2)
5. James Bond 007: EON (PS2)
6. Jet Li: Rise to Honor (PS2)
7. Champions of Norrath (PS2)
8. Halo (XBX)
9. Mafia (PS2)
10. James Bond 007: EON (XBX)

© 2004 Atari Interactive, Inc. All rights reserved. All trademarks or registered trademarks are the property of their respective owners.
HASBRO and its logo, TRANSFORMERS and all related characters are trademarks of Hasbro and are used with permission. © 2004 Hasbro. All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

TRANSFORMERS™

BRAND

Join the fight for good and lead the AUTOBOTS™ in an all-out offensive against the evil DECEPTICONS™ and their massive DECEPTICLONE™ army. Race to Earth to find the powerful MINI-CON™ robots, power-up with advanced weaponry and prepare for immense, non-stop battles of unbelievable firepower.

THE ULTIMATE CONFLICT HAS BEGUN

PREPARE FOR BATTLE AT

ATARI.COM/TRANSFORMERS

PlayStation.2

Licensed by: Hasbro Properties Group

ATARI

CONTENTS

29 Alias
18 Final Fantasy XI
24 Hitman: Contracts
28 NBA Ballers
22 RE: Outbreak
25 Samurai Warriors

30 Serious Sam: NE
26 Siren
27 Syphon Filter: OS
29 WTS 2005
30 The X-Files

SCORING

10 **CLASSIC** A rare gem. Our highest recommendation
9 **OUTSTANDING** One of the better games this year
8 **VERY GOOD** You can't go wrong
7 **GOOD** A solid game
6 **OKAY** Kind of fun, but no big deal
5 **SO-SO** You've got to love the subject matter
4 **LACKING** Big flaws really hurt this game
3 **BAD** Not fun at all
2 **AWFUL** This game is an insult
1 **WHY?** Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours playtesting each title so that we can give you the absolute best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold **PSM Must-Buy Award.** We don't hand these beauties out easily, so if you see one on a review, a game box or advertising, you'll want to be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

GAME INFO | PUB SQUARE ENIX | DEV SQUARE ENIX | TYPE MMORPG | MAX PLAYERS ALL OF THEM | ESRB RATING TEEN

FINAL FANTASY XI

ONLINE COMPATIBLE

PSM MUST-BUY BRONZE

Yep — it was worth the wait!

PSM GAME OF THE MONTH

U.S. players have been waiting so long for the PS2 version of Square Enix's latest that at one point, we suggested that Sony rename the game *Finally Fantasy XI* when it came out. We were only half kidding.

But that's all in the past now, because the revered developer's first foray into the realm of Massively Multiplayer Online RPGs is here. The verdict? It's a very Yin-Yang creature, both filled with that special, *Final Fantasy* "something" and completely, almost sacrilegiously different from any *FF* before it. It's both nowhere near perfect and completely compelling. And, it's both very expensive and worth every penny.

Once gameplay starts, it's clear that *FFXI*, as an MMORPG, departs dramatically from *Final Fantasy* formula in some very critical ways, which some fans will love, and some will absolutely hate.

The biggest change is that it's completely open-ended and there is very little story development. Oh, there's some back story about a race of beastmen that we hope don't return, and there are smaller plots here and there, but there's no overarching, "the world will end if YOU don't do something about it" scenario. The big impact of this is that the game, like most MMORPGs,

This may not be as quick as the standalone *FF* games, but there's still plenty to gaze in wonder at.

▲ Your moogle buddy can store items for you, grow valuable herbs, and even change your job class anytime you like. He's a helpful little guy.

becomes a level grind, focusing upon character building and monster bashing for its own sake. If you crave a deep, scripted storyline or despise all of the random battling in typical *FF* games, you seriously may want to think twice about this one.

The battle system is also very different, and has a few mechanical weaknesses. It's a sort of self-guided, turn-based system, meaning that it all happens automatically once you've chosen a target, but it's not real time; the CPU is clearly just making a queue of who attacks when and then following it, turn by turn, with no pauses in between "turns". You only need to interrupt it if you'd like to do something unusual, like cast a spell or use an item or special attack. It's deeper than you'd think at first glance, and parties whose members learn to chain their special attacks together will earn XP bonuses, but we'd have preferred something more visible — too much of the math is done under the hood, where you can't easily track it — and involving, like the ATB system the series frequently uses.

Battle is also where the game's interface and PS2 control scheme shows its weaknesses, as queuing targets is oddly difficult and singling out one target for a spell among as many as five companions and who knows how many enemies is strangely difficult. Customizable macros save the day, but they're so critical, it proves the point: a more Dual Shock 2 friendly interface would have been immensely helpful.

Graphically, *Final Fantasy XI* is very nice for an MMORPG, but not quite the beauty queen that *FFX* was, let alone the "gotta see it to believe it" eye candy that *FFXII* looks to be. There's a stuttering frame rate, which seems par for the MMORPG course, and the PS2 version has lots of pop-in and a serious shimmering problem, even with the "anti-shimmer" control turned all the way up.

There's also a notable difference in the art design, which hews much closer to subtle, muted earth tones like brown, green, and gray than to the oversaturated reds, blues, and yellows of *FFX*, and often shies away from truly exotic creature and costume designs and overblown spell effects. As for audio, neither sound effects nor musical score are perfect, but both showcase some real high points, and the sound quality is fantastic.

The keys to the kingdom

Amid all this criticism — and more we don't have room for, like too many fetch quests, the massive time

CONTINUED NEXT PAGE

Worlds Apart

One really frustrating thing about *Final Fantasy XI* is that it's pretty difficult in the beginning to meet up with friends. The reason for this is that there are dozens of different servers, each containing its own, unique version of Vana'diel.

When you begin the game, you're placed on a server at random, and if your friend is sent to a different server (or "world", as they're called in-game), the only way to join them is to purchase a World Pass. This will let you create a *brand new* character on their server. World passes can be both expensive for low level characters and hard to come by. Good luck!

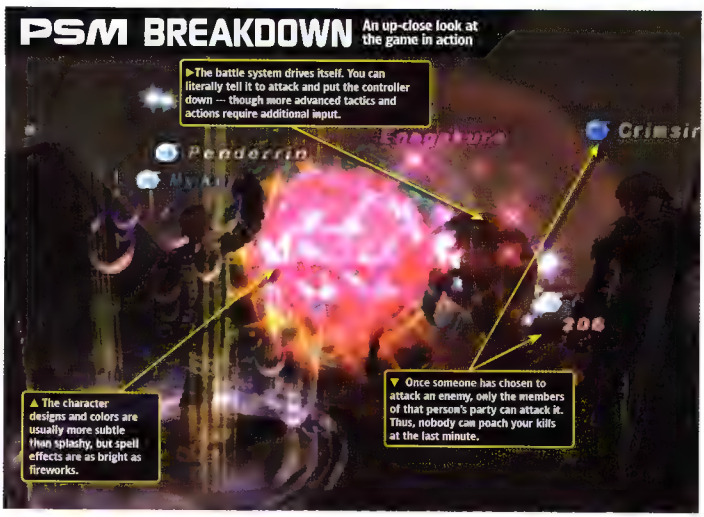
There are somewhere around 30 different servers, all with names like Phoenix, Carbuncle, Fairy, and so on. Good luck meeting up with friends.

PSM FINAL SCORE 8 — VERY GOOD

It's hampered by some of the MMORPG genre's cliché weaknesses — it's a real level grinder with a de-emphasized plot — but the *FF* magic is still here.

PSM BREAKDOWN

An up-close look at the game in action


▶The battle system drives itself. You can literally tell it to attack and put the controller down — though more advanced tactics and actions require additional input.
Crimsir
Penderrin
206
▲ The character designs and colors are usually more subtle than splashy, but spell effects are as bright as fireworks.
▼ Once someone has chosen to attack an enemy, only the members of that person's party can attack it. Thus, nobody can poach your kills at the last minute.

CONTINUED FROM LAST PAGE

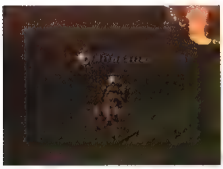
it takes just to walk from one place to another, an overly complex buddy system, and the whole "world pass" mess — one might get the idea that we don't like *FFXI*. That's not the case. In fact, we love it.

The thing is, *FFXI* is rough and unpolished in a lot of ways, but it's a diamond underneath. The game delivers something no *FF* game has done before it — a sense of community. There's nothing like the feeling when you get into a really good party, led by a seasoned adventurer who knows the ropes, and tackle areas and challenges together that you couldn't dream of beating on your own. It's fantastic.

Here's a great example. About 20 hours in, we were simply riding a ferry when it was suddenly attacked by skeletal pirates. We went down, but a high-level group repelled them, then went around reviving all of the casualties and spent the rest of the trip fishing and chatting, often offering friendly veteran-to-noob advice. This kind of camaraderie is typical of the offline games' storylines, but it's cooler here because it's coming from real people. But be warned: if you don't have a USB keyboard (or if you have the Mad Catz SharkBoard, which doesn't work with *FFXI*), you'll really miss out. Quick, accurate communication is key, and the in-game, on-screen virtual keyboard won't cut it.

There are also many moments of pure, *Final Fantasy* wonder. Chocobos

CONTINUED NEXT PAGE



▲ Until you get teleport magic or a chocobo license, on-foot travel can take forever.

▶ As with any RPG, you start off as a total sissy, capable of killing only the weakest enemies, like bunnies and bugs.

Five for Fighting

There are five playable races in *FFXI*'s Vana'diel: Humes (humans) and Elvaan (elves) are fairly typical, but there are also the Mithra, a race of feline females, the hulking, all-male Galkans, and the Tarutaru, whose tiny stature belies immense magical power. Once you've chosen a race, face, starting job class, and name, you select from three starting cities, corresponding to three of the four major kingdoms in Vana'diel. From there, the path you take is all up to you.

There are five races in all, ranging from the munchkin-like Tarutaru to the beastly, muscular Galka.

Just like in the PSM offices, the really scary guys tend to show up at night.
Mithralia
Goblin Thug
Goblin Weaver
Goblin Thug

CONTINUED FROM LAST PAGE

flit about the countryside, and twenty minutes into the game, we saw a veteran summoner call a giant, glowing, blue wolf — Fenrir — onto the battlefield. He was awe-inspiring.

There are more and more moments like this as we play, and this is clearly a game that gets better and better as you discover more and more of it. It's a time-consuming task, but the game also has that special ability to drive you to keep playing, always striving to gain one more level.

Yes, $12.95 is a steep price, and *FFXI* is a very different experience than the other *FF* games, but it's nonetheless an experience well worth having, and a great first MMORPG for console players. ERIC BRATCHER

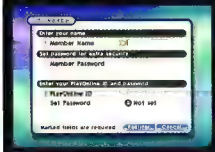
▲ The included *Rise of the Zilart* expansion adds the uber jobs of Ninja, Samurai and Dragoon (pictured).

▶ Dying is handled pretty fairly. If no mage revives you, you can respawn at a safe location, but it'll cost you some XP. It stinks if that XP penalty costs you a level, though.

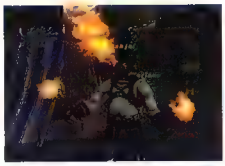
Houston, We Have Hard Drives!

One of the reasons for the wait — and the $99 price tag — is that *FFXI* arrives already installed on Sony's new HDD hard drive. Well, not quite installed. You actually have to verify both the PlayOnline software (Square's suite of online tools, including an email account, chat function, and game launcher) and the game itself, both of which will immediately download patches. This registration/download process is a little clunky, and will soak up anywhere from several minutes to a few hours of your time.

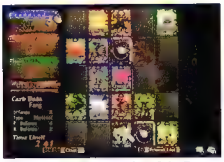
When that's done, and you've agreed to fork over $12.95 a month (plus a buck for every extra character and a bit more for *FFIX*'s online card game *Tetra Master*, if you're interested), it's all about Vana'diel!



The actual signing up and logging in process is oddly complex, and will take you somewhere between 30 minutes and a few hours. Have snacks nearby.



▲ In addition to player characters, the cities are heavily populated with NPCs, many of whom assign quests.



▲ You can also play a version of the *Tetra Master* card game from *Final Fantasy IX*, though it'll cost a little extra.

▲ Some days you'll eat bird and somedays the bird's gonna eat you... unless you're mighty handy with a sword.

▲ The environments range from frigid, arctic zones to arid wastelands. This world is HUGE, too.

▲ As usual, Square Enix has created an all-new game world, but some things thankfully stay the same.

▲ The AI sometimes seems primitive, but when the more clever enemies gang up or ambush you, it can be quite impressive.

ONLINE COMPATIBLE

GAME INFO | PUB CAPCOM | DEV CAPCOM | TYPE HORROR | MAX PLAYERS FOUR | ESRB MATURE

This time, *Resident Evil* is all about teamwork; though technically, you can abandon everyone and go off on your own and still survive — ya jerk.

RESIDENT EVIL: OUTBREAK

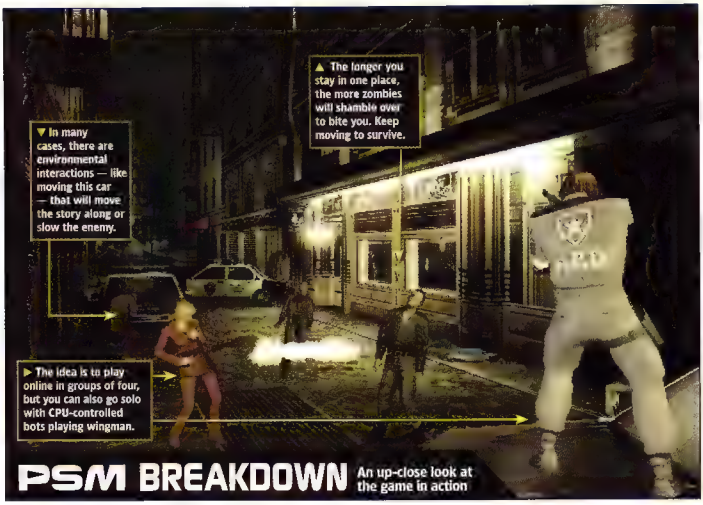
Playing with zombies — and sometimes they're your friends

▲ The disease meter in the lower right increases over time. If it hits 100%, you're overcome by the virus and become a zombie for a while before you die again.

Ah, *Resident Evil*, the trendsetting series that the phrase "survival horror" was invented to describe. This latest installment is more like an anthology than a feature film, made up of five separate scenarios set within the *RE* universe. It also updates the mechanics of the series a tad, and while it has quite a few problems, there's also fair amount to like.

Outbreak is mostly intended to be played online in groups, but can also be tackled as a single-player game. In fact, the single player experience is effectively identical to the online action. For example, you can choose to play any scenario as one of eight different playable characters, but to mirror the online game, you're also saddled with AI controlled companions pretending to be other human players. This can be both a blessing and a curse, but mostly, it's a curse.

Although sporadically helpful when fending off enemies, your companions are generally pretty stupid — blasting away and wasting ammunition on enemies that can't be harmed by bullets, for example — and not very good at protecting themselves. You're frequently forced to simply play babysitter, which isn't fun, and the stock phrases they repeat over and over get old, fast. On the plus side, if they become infected and zombified, it's almost satisfying.


▲ The longer you stay in one place, the more zombies will shamble over to bite you. Keep moving to survive.
▼ In many cases, there are environmental interactions — like moving this car — that will move the story along or slow the enemy.
▶ The idea is to play online in groups of four, but you can also go solo with CPU-controlled bots playing wingman.

PSM BREAKDOWN An up-close look at the game in action

Online Evil

The online modes in *Outbreak* really are nearly identical to the offline modes, but there are a few things worth mentioning: first, there is no voice or text chat, though there are canned phrases you can say. Secondly, occasional lag can make zombies teleport onto you from as far as ten feet away, so be extra careful!

▲ Awww, how chivalrous. You can help wounded comrades walk, or even heal them.

▲ There are several instances where you can help one another. Two people can push a car faster than one.

▲ Check the manual to make sure you've learned all the controls. Otherwise, you may never learn how to bash this gate down.

▲ Each of the eight main characters has some special ability as well, ranging from a bigger backpack to healing ability or a tackle move.

▶ Zombies aren't the only classic *RE* enemy you'll encounter, as these giant spiders amply demonstrate.

Some of the best weapons are those you make yourself. A lighter and bug spray, for instance, make a toasty combination.

Further, each level has a lot of unnecessary rooms and other areas. Online, the extra rooms are there to house ammo, health, and other items, so there's enough to go around the party. In a one-player game, they just mean a lot of useless (and dangerous) exploring, until you memorize where all of the crucial items are located and can blaze through the level with minimal searching.

Technically, the game has some problems as well. This was clearly designed with the PS2 Hard Drive in mind, and going strictly off the DVD, the load times are both frequent and tediously long. On the plus side, the graphics are quite good, and the stereo sound is excellent, surrounding you with suitably creepy ambient noises. There's no headset support — instead, you can only use the canned phrases like "Yes", "No", and "Help Me!" This is a design decision meant to enhance the feeling of isolation and dread, but text messaging might still have been nice.

In spite of the many problems, at its heart this is a *Resident Evil* game through and through: creepy, challenging, and frequently pulse-pounding. As a collection of shorter scenarios, it lacks the buildup and character development of a longer, single story game, but it also offers a lot more variety — think of it as a batch of tasty snacks instead of one big meal. Further, each scenario varies a little depending on which character you choose, so your strategy for beating it will too.

Replay value depends upon your taste. There are five different scenarios, eight different characters, and four different difficulty levels, but the heart of the game changes little. This is still an "explore until you die, restart and get a little further, die, restart and get a little further" progression, which is enough for some, but not for others.

JEFF LUNDRIGAN

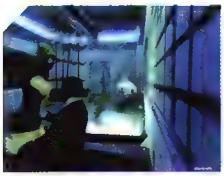
HOW IT STACKS UP

RE: Code Veronica X	9
Fatal Frame 2: CB	8
Silent Hill 3	7
RE: Outbreak	7
Siren	6

PSM FINAL SCORE 7

GOOD

In both single and online modes, it definitely has its problems, but as an attempt to expend the scope of the *RE* universe, it isn't all bad.



▲ Something's going on here that someone is getting paid for — but that's all we're going to say about it.

▲ There are tons of different weapons, ranging from automatic firearms to a simple meat hook.

▲ Hitman 47 can hold his own, but it's always best to avoid a shootout if you can.

PSM
MUST-BUY
BRONZE
GAME INFO
PUB EIDOS | DEV IO INT. | TYPE ACTION | MAX PLAYERS ONE
Io Interactive
Waking up in an asylum is pretty awful. Waking up in an asylum with a hitman running loose inside is notably worse.
12 GAUGE
3/12

HITMAN CONTRACTS™

He may be crazy, but he's still the man

Brutal in nature, but always entertaining, the *Hitman* series from Io Interactive has consistently been one of the most polished, mature-rated games in the industry; and this latest installment isn't any different. Though its storyline is a little on the bizarre side — the whole concept revolves around the various mysteries that populate Agent 47's subconscious — and the mechanics a little derivative, it doesn't stop the fact that this newest iteration is just as fun as the previous two.

Perhaps one of this new installment's biggest strengths is its powerful psychological atmosphere. Though it never gets creepier than the insane asylum stage that opens the game, its continuously eerie tone and meticulously detailed environments really help move the series in a direction even darker than we've seen before. And for a game that's all about murdering other human beings, that's accomplishing quite a bit.

That said, it could be *Hitman's* ungodly amount of gore and viciousness that could ultimately drive some audiences away. Though it certainly isn't as gratuitous as the extreme example of human cruelty known as *Manhunt*, it's still rife with plenty of situations that can disturb the feint at heart. After all, shoving meat hooks into an opponent's abdomen, suffocating them with big fluffy pillows, or bashing them in the face with a shovel is never an easy thing to watch in a game, let alone perform.

◀ This is the third *Hitman* game, and it has a more intense atmosphere than previous entries in the series.

But for gamers who don't mind the high level of violence, *Hitman: Contracts* offers some of the most diverse weaponry of any first or third-person shooter we can think of. Dual Desert Eagles, mini guns, fiber wires, magnum 500s, M4 Carbines, AK47s, Uzis, shotguns, R93 sniper rifles, and a wide selection of other such instruments of destruction are yours for the taking. With almost 40 different weapons in all, and a myriad of different ways to engage in hand-to-hand combat, it's certainly one of the more impressive games of its type that we've played in quite some time.

But that's a great way to describe *Hitman: Contacts* anyhow — impressive. Between its high-level production values, its much smarter enemy intelligence, and its overly solid stage design, the game is a more than worthy successor to *Silent Assassin*. Our only real wish is that *Contracts* was a little bit longer in terms of gameplay, but in sheer, bullet for bullet terms, this one's a real winner.

JEREMY DUNHAM

PSM FINAL SCORE 8 — VERY GOOD
Be ready for loads of violence, a short running time, and all the production value and quality gameplay that you need.

HOW IT STACKS UP

Hitman: Contracts	8
Max Payne 2	8
Mission Impossible: OS	8
Syphon Filter: OS	6
Terminator 3: ROTM	5

PSM MUST-BUY BRONZE

GAME INFO | PUB KOEI | DEV OMEGA FORCE | TYPE ACTION | MAX PLAYERS TWO | ESRB TEEN

There are just over 15 playable characters, each with potent special attacks and skills — or, you can make your own character and go through a stat-building training school in Officer mode

SAMURAI WARRIORS

戦国無双

Hey, waiter, there's a ninja in my Dynasty Warriors!

▲ In addition to the Musou attacks, each character has individual combo attacks that diligent players can discover

▲ The level layouts change with each playthrough, keeping things fresh.

▲ The battlefields tend to be less colorful and interesting than those in *Dynasty Warriors* games.

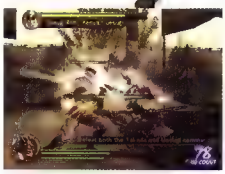
At first glance, Koei's *Samurai Warriors* appears to essentially be *Dynasty Warriors* with samurai and ninja. That is, for the most part, true; however, there are enough alterations to the game to make *Samurai Warriors* somewhat better than its predecessors.

Like *Dynasty Warriors*, *Samurai Warriors* pits you against an army of literally hundreds of enemy soldiers, but on the battlefields of medieval Japan instead of ancient China. However, these soldiers aren't the usual simpletons of the *Dynasty Warriors* games: they don't just wait around for you to attack — they'll surround you, but if they're overpowered, they'll flee from battle.

▲ Okay, technically, ninja were sneaky assassins and not foot soldiers, but wouldn't you feel tough if you could beat up dozens of them at once?

As the story missions progress, you are given additional objectives mid-mission that can affect the branching storyline (most characters have two different endings, and the endings are determined by the choices you make). You, as Sanada Yukimura, could be in the midst of chasing after Oda Nobunaga, when you are suddenly given orders to instead protect your leader, Takeda Shingen. You could continue to chase Nobunaga into his castle, but then Shingen would be assassinated, changing how the story progresses.

Of course, you can always create your own warrior, and it is the customization of this character that really makes the game more than just the same old thing. Your character becomes a master warrior's pupil, and you must undergo trials that test your proficiency in melee combat, horse riding — including using the horse's new ability to jump over obstacles — ranged attacks, etc. At the end of each trial, your master grades you based on your performance, and your overall stats are altered accordingly.



▲ When you match strikes with an enemy, it becomes a battle of wills, fought by pounding the controller button.

After 12 months (each trial constitutes one month of game time), you are given a final examination, and, once all of this is finished, you can finally use your created character in the main game modes.

But, unfortunately, this game is not perfect. If you fail the final exam, you lose all your work and, frustratingly, have to start all over again. Also, while the ever-changing mission objectives add variety to each stage, the battlefield and castle environs are rather bland. The cooperative mode is hindered severely by the fact that both players have to share only one Musou gauge, and both players' Musou are activated concurrently whenever one player decides to use it. Finally, the same mediocre English voice-acting that undermines *DW*'s majesty plagues this game. Thankfully, you can change it back to the original Japanese.

Despite these problems, *Samurai Warriors* adds some welcomed additions to the established *Dynasty Warriors* formula. **JUSTIN CHENG**

HOW IT STACKS UP

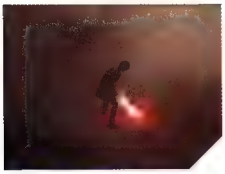
Samurai Warriors	8
Dynasty Warriors 4 XL	8
LOTR, ROTK	8
Crimson Sea 2	7
Drakengard	6

PSM FINAL SCORE 8 VERY GOOD

While there are a few flaws, they do not ruin the overall game. The game is just a lot of fun to play.

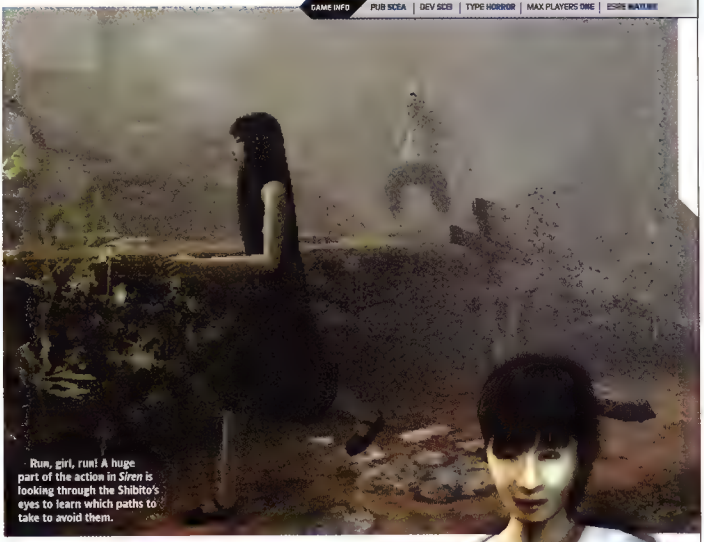
▲ The title's color palettes are very gray and washed out, even for a survival horror game.

▲ The characters' in-game faces look fantastic, although the British accents don't match at all.



▲ The red river isn't actually blood, but come on! The water's freakin' red! Is that ever a good thing?

GAME INFO | PUB SCEA | DEV SCEI | TYPE HORROR | MAX PLAYERS ONE | ESRB MATURE



Run, girl, run! A huge part of the action in *Siren* is looking through the Shibito's eyes to learn which paths to take to avoid them.

SIREN

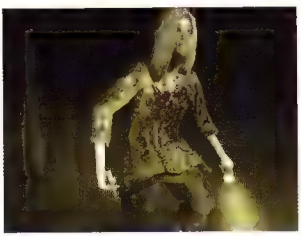
Scary in ways Nature never intended

Sony's attempt to keep up with the *Silent Hills* of the world can be pretty damn scary. But for every moment of fear, there's a bit of frustration to take the edge off.

A chunk of the Japanese countryside has really gone to Hell. The underworld has risen, and with the exception of a handful of "lucky" people with latent psychic powers, the population has been turned into mindless, homicidal zombies called Shibito. As the player, you assume the roles of those who remain human, trying to survive while figuring out what's turned the world upside down. The Shibito are quick, relentless, and not completely stupid, so you must be careful, as even the slightest sound can bring them down upon you.

There's some interesting facial animation going on in *Siren*, but the main gimmick here is the "Sightjack", a psychic ability that enables you to see through the eyes of nearby Shibito. This is possibly the best thing about *Siren*. In addition to being an interesting and useful gameplay idea, being able to observe the Shibito thusly can induce a serious case of the willies. However, the overall gameplay design isn't quite up to snuff. For one thing, with a half dozen or more characters, it's difficult to get very emotionally invested. Just when you're starting to get the idea of where the story is headed, the game switches to someone completely different. Their stories overlap and mix as the game goes on, but it feels too random for too long.

Technologically, the color palettes are too drab even for this subject matter, and not to sound nationalistically insensitive, but the very British voice-overs — held over from the UK localization process — sound ridiculous coming from the obviously Asian cast. The game is also obscenely difficult, with more "Bang! You're Dead!" moments than anyone should have to put up with. The game frequently gives you objectives to complete without ever explaining why, and it's mostly up to trial and error to figure them out. It takes forever to make any progress because the Shibito respond quickly to every sound, forcing you to creep along at a snail's pace. Even then, there's no guarantee some zombie sniper won't pick you off without warning. Be prepared to die and restart a lot.



◀ The Shibito are as deadly as they are ugly, so expect a lot of restarting as you learn the safest path through each level.

For those with a lot of patience and perseverance, *Siren* has its share of chilly moments. For most folks, though, the game is hellish in ways that simply aren't fun. JEFF LUNDRIGAN

PSM FINAL SCORE 6

OKAY
If you have a lot of time and don't mind learning your route through by doing things over and over, this can be really enjoyable. Otherwise, steer clear.

HOW IT STACKS UP

Fatal Frame 2	8
The Suffering	8
Silent Hill 3	7
Silent Hill 2	7
Siren	6

GAME INFO | PUB SCEA | DEV SCEA | TYPE SHOOTER | MAX PLAYERS FOUR (ONLINE) | ESRB MATURE

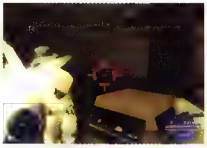
The strange thing about *Syphon Filter: Omega Strain* is the way you constantly just respawn after dying. It makes these guards much less threatening.

SYPHON FILTER: THE OMEGA STRAIN

Hey, this syphon is filtering my gameplay!

▲ Oddly, there's no competitive online mode, so it's online co-op or single player action.

▲ Properly equipping an Agent before a level begins can mean the difference between success and failure.



▲ A terrorist can actually miss from this range. If he does miss, make certain that you do not.

Sony's *Syphon Filter* franchise, originally a production of 989 Studios on the original PlayStation, has finally made its appearance on the PS2. There are marked departures from the previous titles, some of which fans will appreciate. Others... not so much.

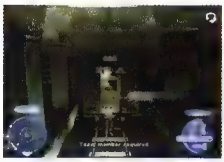
Syphon Filter again puts players in a world where terrorists want to spread chaos and death by releasing a deadly virus. In the previous games, players controlled fan favorites like Gabe Logan or Lian Xing and traveled the world defusing bombs, making covert connections, acquiring intelligence, and solving diplomatic situations with a sniper rifle.

The Omega Strain continues this plot, but Gabe and his fellow Agents can only be accessed during bonus levels. Instead, players create a custom agent and are sent on similar types of third-person action missions, all the while having orders barked at them by a very irritating commanding officer who comes off more as a jaded kindergarten teacher instead of a high ranking military official.

What *The Omega Strain* has that most other titles of this nature do not is an online mode that is identical to the offline mode — the only difference being the inclusion of up to three other people to run and gun alongside you. Players who die respawn at checkpoints scattered thoughout the levels — and while this works online, it utterly kills the single player mode. Because a player has an infinite amount of Agents, one can defeat *Syphon Filter* simply through attrition.

▲ Default controls are less than perfect. For instance, you cycle through your weapons by holding L2 and tapping ◻ or ○.

Though the game has decent production values, one can't shake the notion that there's a certain degree of futility to it all. Players run around collecting water samples, assassinating villains, and protecting workers from corrupt officials, all the while using standard gadgets like night vision and thermal goggles. There's no sense of urgency to the gameplay, and bonus objectives are often failed because the player has no idea where to go or what to do — and this is despite the inclusion of a map and a waypoint system. Online gamers can communicate via headset, but the lack of any kind of competitive mode really hurts this title. After all, any gamer worth his salt knows that when best friends are armed with new, destructive weapons, the first thing they do is turn them on each other.



▲ Certain objectives can only be accomplished with a teammate — like climbing onto a train car.

Though it's not fair to say that *Syphon Filter* is a poor title, the game plays as though its developers were simply going through the motions. There are better third-person military shooters out there... lots of them.

DOUG TRUEMAN

HOW IT STACKS UP

SOCOM II	10
Splinter Cell	9
Ghost Recon: JS	8
Rainbow Six 3	7
Syphon Filter: TOS	6

PSM FINAL SCORE 6 OKAY

An adequate game that just can't stand up to competition from superior titles, including Sony's own *S.O.C.O.M. II*.

▲ You can choose from a number of NBA stars, but you can also create your own, unknown baller and take him to the top in Rags to Riches mode.

▲ Allan Houston shows off the game's strikingly detailed character models and textures.

▲ This being street ball, there's no requirement for the players to wear their usual NBA togs. You can add sunglasses, do-rags, gold chains, new kicks... tons of stuff.

GAME INFO | DEV MIDWAY | TYPE SPORTS | MAX PLAYERS TWO | ESRB EVERYONE

▲ There are endless arguments about whom the best single player in the NBA really is... this won't solve anything, but it's plenty of fun to play.

ONLINE COMPATIBLE

NBA BALLERS

Homies try to get more bling for the buck...

Midway took basketball over the top with *NBA Jam*, a ground breaking arcade game that streamlined the action with wide-open, two-on-two contests. Now, more than decade later, it's upping the ante with *NBA Ballers*. It's tight b-ball, with more action and a lot of twists.

The game centers around a fictional TV show called *"NBA Ballers,"* in which basketball stars show off their vast earnings, mansions and lavish lifestyles — and challenge each other on their backyard courts for dominance. The game is light on rules, with the emphasis on flashy moves (such as pinging the ball off an opponent's head, dribbling it through his legs and throwing down wild alley-oops) to earn bonus points.

Ballers, as a basketball contest, is strong on gameplay options against AI or human players, such as straight up, one-on-one and the wilder one-on-one-on-one. Two career-type modes are also offered: the TV Tournament advances you through ladders against other pros, with groups of challengers you need to clear in order to progress; while Rags to Riches sets you off on a literal adventure with a baller of your making (providing extensive customization of his abilities and appearance), building him up from raw street-court skills to (hopefully) a shot at the NBA brass ring. Both modes give you the chance to unlock more content, such as the full roster of 60 current and 24 classic pro players, as well as improved gear and skill points. Online gameplay enables you to take on the world with your home-grown baller in head-to-head games, as well as the promise of tournament ladders.

The game is well designed, with a great look and style. The animation, while sometimes clunky, shows off a broad variety of moves and actions that really build on what Midway started with *NBA Jam*. It can be frustrating going against computer players, who, especially when your baller is early in his career, seem to have a much easier time pulling off unexpected shots, blocks and steals — often when they need them the most — while you may struggle to hit even the easiest layup. The incentive, aside from opening up all the content that's locked away, is for when you play online against others and want to show off how much you've built up your baller, and the entertainment value of playing against others is much higher and competitive as a result.

NBA Ballers isn't perfect, but it does show promise in continuing the evolution of extreme basketball video games. It's not quite up to the standards set by *NBA Street Vol. 2*, but it's definitely in the same league.

ANDY EDDY

▶ In this game, it's not just about being a baller. It's also about looking smooth and livin' large.

PSM FINAL SCORE 8 VERY GOOD

Midway puts pro hoopsters into a b-ball battle to build the best crib — and they've got to earn every bit of flash — in a title packed with gameplay options.

HOW IT STACKS UP

NBA Street Vol. 2	9
NBA Street	9
NBA Ballers	8
Street Hoops	6
NBA Jam	6

▲ "Figures ... the trunk's full of guns, wigs, and lingerie, but I have to mug someone for a freakin' tire iron."

▲ Our femme fatale prepares to give new meaning to the term "battle of the bands".

▲ As in the TV series, Sidney goes through several different costume changes in the game.

ALIAS

Not as good as the show, even with commercials

GAME INFO | PUB ACCLAIM | DEV ACCLAIM CHELTENHAM | TYPE ACTION | MAX PLAYERS ONE | ESRB RATING TEEN

▲ Despite having tons of gadgets, moves that kill and a high kick, Sidney often opts for a stealthy approach.

You know, *Alias* ought to make a great game — it's got stealth, combat, gadgets, evil villains, and stars a hot chick. It still might make a great game, but unfortunately, this isn't it.

On the up side, it does nicely catch the feel of the show. Fans should instantly recognize the major players, who lent their likenesses and (mostly) voices to the in-game characters, including a startlingly rendered Jennifer Garner as Sidney Bristow. The plot, written by an actual *Alias* scribe, spins itself out of the show's Rambaldi Technology backstory, and missions are set all over the globe.

The problem is that the execution is oddly half-baked. Everything about the game is slow — the overall pace is glacial, and even the animation makes it seem like the characters are moving underwater, which makes the combat look about as exciting as its button mashing mechanics make it to play. The control is slippery, and the camera often leaves you with no clear view of the action or where enemies are located. NPCs have a habit of getting caught on corners, and even Sidney gets hung up on occasion, like banging into a wall after tumbling down a staircase, only to get stuck in a perpetual roll at the bottom (reset — try again).

There are some neat ideas, like a cool method for picking locks, and a picture-in picture system that helps you track enemies. but there's a definite, unpolished, not-quite-thought-out feel to everything, and you get the feeling that with another six months of development to iron out the kinks, this might have been great. As it is, it's not. JEFF LUNDRIGAN

PSM FINAL SCORE 6 — OKAY
Jennifer Garner is hot — sizzling hot — to be exact, but sadly, her game is just lukewarm. Asa result, even die-hard *Alias* fans may be let down by this one.

▲ Using a new kick interface, you can go for the swerving power kick or pass for a finesse shot.

GAME INFO | PUB SCEA | DEV 989 STUDIOS | TYPE SPORTS | MAX PLAYERS TWO | ESRB RATING EVERYONE

▲ The game lacks subtlety when compared to *FIFA* and *Winning Eleven 7*.

▲ The announcers can speak in English, Spanish, French, German, Portuguese, Italian, or Dutch.

WORLD TOUR SOCCER 2005

Sony doesn't quite make the cut

Wanna make the two-way war between *Winning Eleven* and *FIFA* into a threesome? Good luck to anyone who dares. With the UK-developed *World Tour Soccer (2005*, for those who are counting the years), SCEA has filled in some of the blanks left by Konami's stunner, but is still lacking in core gameplay style, subtlety and touch.

Between the hundreds of licensed national soccer teams, thousands of club teams from around the globe (with a few notable exceptions), and tens of thousands of players, *WTS* offers a diverse range of core options. League and cup tournaments, starring some 20 teams, can be formed. The four difficulty levels provide some variation, though the easier options (amateur and pro) won't challenge most sports sim aficionados.

Where *WTS* loses its sheen is in the detail and subtlety of smooth soccer action. Sure, the player likenesses are acceptable and accurate, but the passing is not as slick or intuitive as *Winning Eleven*. The AI tactics are more straightforward, and the resulting play felt more 1995 than 2005. Oddly, old-school soccer game weaknesses, like one player able to run the full length of the field to get in a shot on goal, were conspicuous by their regularity.

Flaky goalkeeping AI and weak commentary add to those elements dwarfed by *Winning Eleven's* depth and options. Occasional flashes of fluid soccer play can't make up for a fundamentally weaker gameplay style, and so *World Tour Soccer* ends up as a mere pretender to the *Winning Eleven* throne. ROB SMITH

PSM FINAL SCORE 6 — OKAY
A valiant try, but Sony's latest rendition of "the beautiful game" lacks the true gameplay depth and subtlety to challenge champions like *Winning Eleven 7* or *FIFA*.

▲ The players actually look quite nice, and most of them are the real fellows as well.

▲ Sam's classic beheaded kamikaze: the coolest, yet most annoying, enemy in the game.

▲ *Next Encounter* also offers up some vehicles: the Serious Jeep is great for running over anything.

▲ From Rome to Atlantis, *Serious Sam: Next Encounter* looks prettier than most bargain games.

The flamethrower is good for large crowds, like these brain wrecks. The only downside: have you ever smelled charred brains?

SERIOUS SAM: NEXT ENCOUNTER

An old school, blast-a-thon bargain!

ONLINE COMPATIBLE

PSM MUST-BUY BRONZE

Yes, it's simple and cheesy. Yes, it throws more enemies at you than any FPS probably has a right to. However, it's also an irrefutable fact that *Serious Sam* has always kicked serious ass.

This latest installment sends the jocular Sam (his running commentary isn't quite up there with, say, Duke Nukem's, but the running gag about his ex-wives — "It's a real shame what happened to her" — comes close) on another compulsively destructive jaunt across time. He begins in ancient Rome, mows through medieval China, and then blasts Atlantis, and for such a simple game, the graphics are excellent, with a lot of gloss and detail.

The single player game, as always, eschews the highly refined bot AI of Unreal in favor of enemies that simply charge directly at you while screaming their sometimes non-existent heads off — how do they do that, anyway? Granted, this isn't the most sophisticated gameplay on the planet, but its "All Action, All the Time" approach is part of its charm. Sometimes you just want to shoot things, y'know?

Next Encounter also offers online play (broadband only) for up to eight players. There aren't a huge number of gameplay types — basically deathmatch and capture the flag — and it's mildly disappointing that the two-player co-operative mode isn't available online. However, it's worth pointing out that for an MSRP of $20, it's not exactly like you're getting cheated.

This is unapologetically brainless fun at its most brainless and fun. Give it a shot. JEFF LUNDRIGAN

PSM FINAL SCORE 8

VERY GOOD

It's not rocket science, but it was never meant to be. For just 20 bucks, you really can't go wrong.

▼ Normally when a publisher refuses to send out review code, it's a bad sign, but this game is surprisingly well done.

▲ It looks and sounds right, with Mark Snow's score also present, adding an eerie ambience to an already surreal scenario.

▲ Puzzles are more logical than in most games. If you're stuck, it's not due to some bizarre, nonsensical brainteaser.

THE X-FILES: RESIST OR SERVE

Mulder, it's me. We're not half bad...

Fans of *"The X-Files"* have had it rough since the series ended. Enter *The X-Files: Resist or Serve*, which both recreates what made the show great and provides a solid survival horror experience.

The zombie-rific story is all about *X-Files* authenticity, from Mark Snow's creepy music to real voice talent. This drives home the point that *Resist or Serve* is meant to be a real episode. Three, in fact, taking place during season seven, so Agent Doggett is *not* in the house.

Plenty of gameplay is borrowed from *Silent Hill*, but with *SH*'s crazy dream world supplanted by *X-Files'* crazy real world. The biggest draw is that *RoS* is essentially two games: one storyline for Mulder and another for Scully, each of which compliments the other quite well. If you choose Mulder, you'll be running, gunning and making spectacular leaps of faith based on supernatural evidence. If you instead opt for Scully, you'll solve puzzles and performs autopsies, all the while trying to offer a scientific explanation for the strangeness.

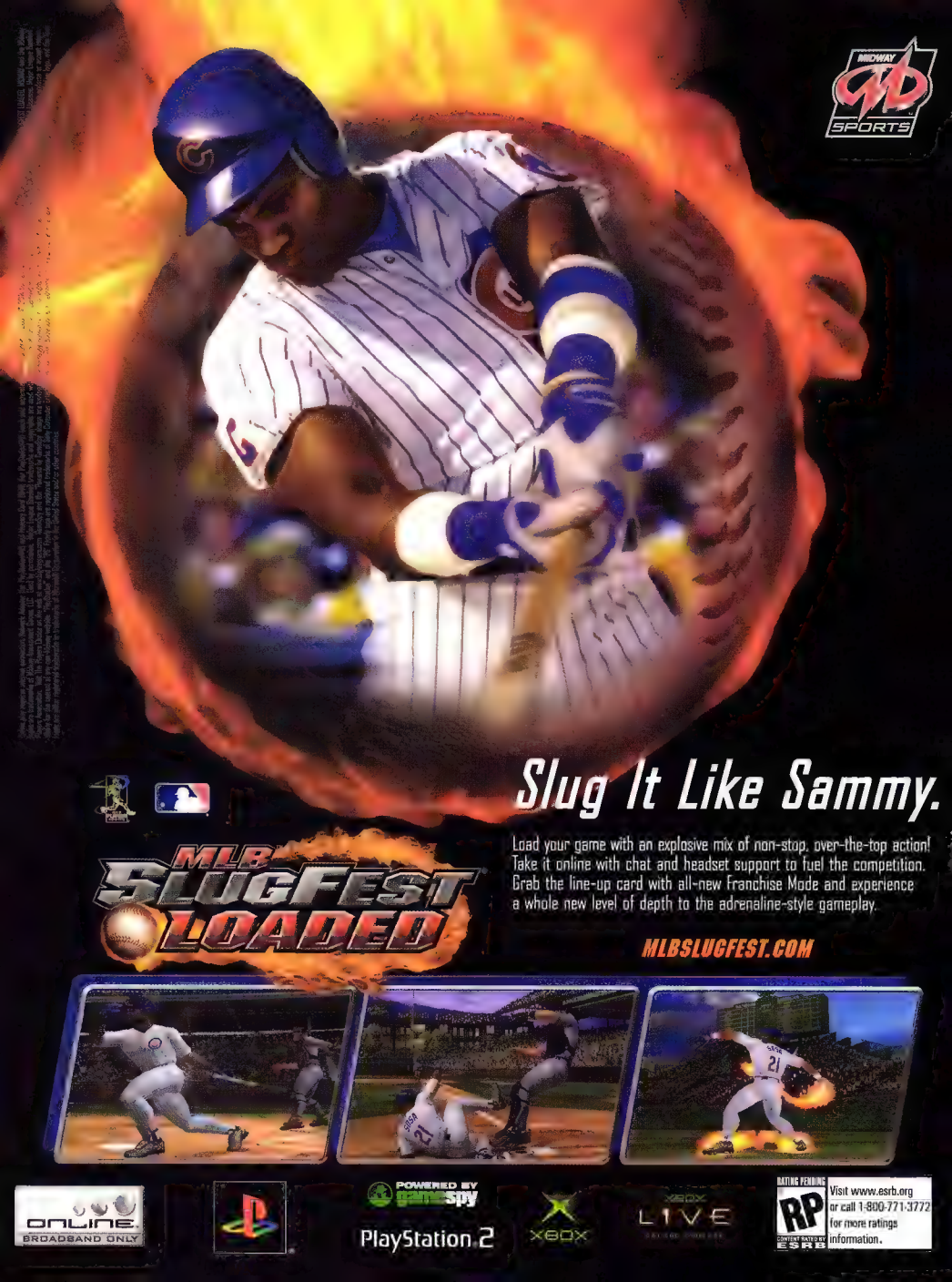
On the downside, clunky controls often lead to the player taking cheap damage, and make boss fights frustrating. The scariest thing about the game is its camera, which flings around, often obscuring your view of oncoming enemies. Still, *Resist or Serve* feels like *X-Files*, and is good enough — and cheap enough, at $30 — for non-fans as well. BRETT ELSTON

PSM FINAL SCORE 7

GOOD

It snuck in under the radar and it's not the next *Fatal Frame 2*, but *X-Files: Resist or Serve* is a decent game infused with an awesome license and a very fair price.

▲ You have to choose one character or the other, but it's worth it to play through twice to get the full story.


MIDWAY
SPORTS
Slug It Like Sammy.
MLB SLUGFEST LOADED
Load your game with an explosive mix of non-stop, over-the-top action! Take it online with chat and headset support to fuel the competition. Grab the line-up card with all-new Franchise Mode and experience a whole new level of depth to the adrenaline-style gameplay.
MLBSLUGFEST.COM
ONLINE
BROADBAND ONLY
POWERED BY gamespy
PlayStation.2
XBOX
XBOX LIVE
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

RENT 1 GAME GET 1 FREE!
5600MN00058
CUT OFF THUMB & SAVE!
(STOP MOOCHING OFF YOUR FRIENDS!)
THE NEWEST GAMES GUARANTEED IN STOCK!
TRY BEFORE YOU BUY!
BLOCKBUSTER

HANDS-ON!

Shooting for the moon, and GameShark gets chummier

Hori Import Tiny Bee Gun Controller

M.S.R.P.: $199

We were holding off on reviewing this custom-designed *Final Fantasy X-2* controller until it became easier to find. But, seeing as how the second run just sold out in Japan and we've confirmed that nobody — not even Hori — is going to release it here in the U.S., it looks like our waiting was in vain. If you want these, you're going to have to hunt them down from an import shop like www.ncsx.com or snag a set off of eBay.

The controller itself takes the form of two elaborately-designed guns, matching Yuna's in-game firearms, with cords coming out of their handles that eventually connect to your PS2's controller port. The elaborate, spider web-like "hammers" on each gun are removable, revealing either an analog stick or a D-pad, the L3 and R3 buttons are tucked onto the underside of the handles, and the R1, L1, R2, and L2 are inconspicuously recreated on the sides of the guns. The ever-popular ⊗ and ○ are relocated just below the triggers, and the triggers themselves handle the R2 and L2 duties.

So, should you want them? That depends entirely upon the depth of your *FF X-2* fandom. The controllers are 100% compatible with the U.S. version of *FF X-2*, and they are both very cool looking and solidly constructed. However, the price is outrageous and they're a bit cumbersome to actually use. Most importantly, while having L2 assigned to a gun trigger makes special moves like Trigger Happy more fun, we'd much rather have the other gun's trigger assigned to ⊗ rather than R1 or (better yet) have it toggle-able so as to support multiple configurations. As it is, the triggers are used too rarely. **ERIC BRATCHER**

▼▶ **With Hori's *FF X-2* guns aren't coming to the U.S. through official channels, you'll have to import them if you want 'em.**

PSM FINAL SCORE 6

OKAY

They're awesome, but they don't add much to the gameplay, they cost more than a new PS2, and they're difficult to find. Collectors will love them, but players shouldn't feel they need these to get the full *FF X-2* experience.

GameShark 2 LIVE Bundle

M.S.R.P.: $49.99

For most players, the GameShark is something you either love or hate — depending upon how you feel about cheat devices in general. However, this combination package from Mad Catz may be worth it for those who don't usually play with codes as well.

Of course, the bundle includes the latest version of the GameShark software, version four, which adds USB keyboard support for the first time. But added appeal comes from the addition of the SharkPort, a tweaked USB cable that connects your PS2 to your computer and enables you to move saved games from your memory card to PC and back again, including tons of saves you can download from GameShark's website. Granted, cheating your way through a game with either device shortens that game's lifespan, but this could be a great way to squeeze every last bit of life out of a loaner, or clear out space on your memory card without tossing a beloved save in the trash can.

The only real problem with the LIVE Online Bundle is price. According to GameShark's own online store, it costs $5 more than a new GameShark and Sharkport would cost if purchased separately. So, while we do enjoy the products, you may want to wait for a sale or track them down one at a time. **ERIC BRATCHER**

▶ **We like the new GameShark and SharkPort.**

PSM FINAL SCORE 7

GOOD

The sum is greater than the parts — but in two ways. The SharkPort and GameShark make one another better, but why does the bundle cost more?

TRY THESE LATEST RELEASES AND GET YOUR THUMBS THROBBING!

(START CLIPPING TODAY!)

RENT AND SAVE TODAY!

BLOCKBUSTER®

Available at participating BLOCKBUSTER® stores. Price, availability and selection may vary. Strongly recommended that adults review contents before sharing with children. Please read warnings printed on or within game packaging. TM® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. © 2004 Microsoft Corporation. All rights reserved. Playstation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Ratings provided by Entertainment Software Rating Board. For more information visit www.esrb.org. BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc. © 2004 Blockbuster Inc. All rights reserved.

E Content suitable for persons age 6 and older. T Content suitable for persons age 13 and older M Content suitable for persons age 17 and older.

SCOREBOARD

Don't buy a game until you check here first!

SCORE ARCHIVE

Iss.	Month	Game Name	Score	Genre	Publisher
84	May-04	All Star Baseball 2005	7	Sports	Acclaim
84	May-04	Crimson Sea 2	7	Action	Koei
84	May-04	Destruction Derby Arenas	7	Racing	Gathering
84	May-04	Drakengard	6	Action	Square Enix
84	May-04	ESPN Baseball	7	Sports	Sega
84	May-04	Eye Toy: Groove	6	Rhythm Action	Sony
84	May-04	Fight Night 2004	8	Sports	EA Sports
84	May-04	Judge Dredd: Dredd Vs. Death	5	FPS	Evolved
84	May-04	MLB 2005	7	Sports	Sony
84	May-04	MTX Motocross	7	Racing	Activision
84	May-04	Pitfall: The Lost Expedition	6	Adventure	Activision
84	May-04	Rainbow Six 3	7	FPS	Ubi Soft
84	May-04	Samurai Jack: TSOA	6	Action	Sega
84	May-04	The Suffering	8	Action	Midway
83	Apr-04	Cy Girls	8	Action	Konami
83	Apr-04	Firefighter: F.D. 18	7	Adventure	Konami
83	Apr-04	James Bond 007: EON	8	Action	EA
83	Apr-04	Lifeline	8	Horror	Konami
83	Apr-04	Mafia	7	Adventure	Take Two
83	Apr-04	MVP Baseball 2004	9	Sports	EA Sports
83	Apr-04	MX Unleashed	9	Racing	THQ
83	Apr-04	Naval Ops: Commander	7	Action	Koei
83	Apr-04	Nightshade	8	Action	Sega
83	Apr-04	Onimusha: Blade Warriors	8	Fighting	Capcom
83	Apr-04	Romance of 3 Kingdoms IX	8	Strategy	Koei
83	Apr-04	Seven Samurai 20XX	6	Action	Sammy
83	Apr-04	Worms 3D	6	Strategy	Acclaim
82	Mar-04	AirForce Delta Strike	6	Air Combat	Konami
82	Mar-04	Champions Of Norrath	9	Action/RPG	Sony Online
82	Mar-04	Culdcept	8	Strategy	NEC/Capcom
82	Mar-04	Fallout: BOS	8	Action	Vivendi Un.
82	Mar-04	Ghost Recon: JS	8	FPS	Ubisoft
82	Mar-04	NFL Street	9	Sports	EA
82	Mar-04	Rise To Honor	7	Action	Sony CEA
82	Mar-04	R-Type Final	7	Action	Eidos
82	Mar-04	Star Trek: SU	5	Action	TDK
82	Mar-04	Winning Eleven 7	9	Sports	Konami
82	Mar-04	World Pool 2004	6	Sports	Jaleco
82	Mar-04	Wrath Unleashed	7	Action	LucasArts
81	Feb-04	Baldur's Gate: Dark Alliance II	8	Action	Interplay
81	Feb-04	EverQuest OA: Frontiers	8	MMORPG	Sony Online
81	Feb-04	Fatal Frame 2: Crimson Butterfly	8	Horror	Tecmo
81	Feb-04	Final Fantasy X-2	9	RPG	Square Enix
81	Feb-04	Intellivision Lives!	8	Collection	Intellivision
81	Feb-04	King Of Fighters 2000/2001	7	Fighting	SNK
81	Feb-04	Lowrider	6	Rhythm	Jaleco
81	Feb-04	Lupin The 3rd: TOTSK	5	Action	Bandai
81	Feb-04	Max Payne 2: TFOMP	8	Action	Rockstar/Take 2

Iss.	Month	Game Name	Score	Genre	Publisher
81	Feb-04	Maximo Vs. Army Of Zin	9	Action	Capcom
81	Feb-04	Mission Impossible: Operation Surma	8	Action	Atari
81	Feb-04	Sonic Heroes	7	Platform	Sega
81	Feb-04	Terminator 3: ROTM	5	Action	Atari
80	Jan-04	Battlestar Galactica	5	Action	Vivend
80	Jan-04	Cabela's Dangerous Hunts	6	FPS	Activision
80	Jan-04	The Fairly Oddparents	6	Platform	THQ
80	Jan-04	Fugitive Hunter: War On Terror	3	Action	Encore
80	Jan-04	.hack//QUARANTINE	7	RPG	Bandai
80	Jan-04	Harry Potter And Sorcerer's Stone	7	Adventure	EA
80	Jan-04	The Hobbit	5	Adventure	Vivend
80	Jan-04	Looney Tunes: Back In Action	7	Action	EA
80	Jan-04	Manhunt	8	Action	Rockstar
80	Jan-04	Mobile Suit Gundam: EIS	7	Action	Bandai
80	Jan-04	R: Racing Evolution	7	Racing	Namco
80	Jan-04	The Sim's Bustin' Out	8	Sim	EA
80	Jan-04	Spawn: Armageddon	7	Adventure	Namco
80	Jan-04	SpongeBob SquarePants	7	Action	THQ
80	Jan-04	Spy Hunter 2	6	Driving	Midway
80	Jan-04	Tokyo Extreme Racer 3	5	Racing	Crave
80	Jan-04	Tony Hawk's Underground	9	Sports	Activision
80	Jan-04	True Crime: Streets of L.A.	8	Action	Activision
80	Jan-04	Virtual On: MARZ	5	Action	Sega
80	Jan-04	Whiplash	6	Action	Eidos
79	Hol-03	Backyard Wrestling	4	Fighting	Eidos
79	Hol-03	Beyond Good & Evil	9	Adventure	UbiSoft
79	Hol-03	Blonicle	6	Action	EA/Lego
79	Hol-03	Bloody Roar 4	6	Fighting	Konami/Hudson
79	Hol-03	Conflict: Desert Storm II	7	Action	Gotham
79	Hol-03	Crash Nitro Kart	8	Racing	Vivendi
79	Hol-03	Dragon Ball Z: Budokai 2	7	Fighting	Atari
79	Hol-03	Dynasty Warriors 4 XL	8	Fighting	Koei
79	Hol-03	ESPN College Hoops	8	Sports	Sega
79	Hol-03	Gladiator: Sword Of Vengeance	8	Fighting	Acclaim
79	Hol-03	Goblin Commander	6	Action	Jaleco
79	Hol-03	Harry Potter: Quidditch World Cup	7	Sports	EA Games
79	Hol-03	The Haunted Mansion	8	Adventure	TDK Interactive
79	Hol-03	I-Ninja	7	Action	Namco
79	Hol-03	Kya: Dark Lineage	9	Action	Atari
79	Hol-03	Lord Of The Rings: ROTK	8	Action	EA
79	Hol-03	March Madness 2004	9	Sports	EA Sports
79	Hol-03	Medal Of Honor: Rising Sun	9	FPS	EA Games
79	Hol-03	Midway Arcade Treasures	7	Arcade	Midway
79	Hol-03	Monster Rancher 4	8	Fighting	Tecmo
79	Hol-03	NBA Shootout 2004	6	Sports	Sony
79	Hol-03	NCAA Final Four 2004	6	Sports	Sony
79	Hol-03	Need For Speed Underground	8	Racing	EA
79	Hol-03	Prince Of Persia: The Sands Of Time	8	Adventure	UbiSoft

HIGH SCORES

These are the games that you've GOT to get your hands on!

Iss.	Month	Game name	Score	Genre	Publisher
78	Dec-03	Ratchet & Clank GC	10	Action	Sony CEA
77	Nov-03	Jak II	10	Action	Sony CEA
75	Sep-03	NCAA 2004	10	Sports	EA Sports
72	June-03	Midnight Club II	10	Racing	Rockstar
52	Dec-01	MGS 2: Sons Of Liberty	10	Action	Konami
51	Nov-01	Devil May Cry	10	Action	Capcom
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
83	Apr-04	MVP Baseball 2004	9	Sports	EA Sports

Iss.	Month	Game name	Score	Genre	Publisher
83	Apr-04	MX Unleashed	9	Racing	THQ
82	Mar-04	NFL Street	9	Sports	EA
81	Feb-04	Final Fantasy X-2	9	RPG	Square Enix
80	Jan-04	Tony Hawk's Underground	9	Sports	Activision
79	Hol-03	Kya: dark Lineage	9	Action	Atari
79	Hol-03	Medal Of Honor: Rising Sun	9	FPS	EA Games
78	Dec-03	ESPN NBA Basketball	9	Sports	Sega
78	Dec-03	WWE SmackDown! HCTP	9	Wrestling	THQ

KOEI™
www.koei.com

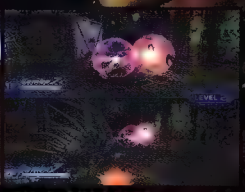
Crimson Sea® 2

Available Now

Now exclusively for the PlayStation®2 computer entertainment system

New! Over 60 Non-Linear and Character-based Missions
More Than Twice as Many Missions as the Original

New! Weapons and Fighting Techniques
Devastating Neo-Psionics, Item Extend and Overdrive Attacks



New! Two Player Co-Op and Vs. Modes
New Playable Character and 3 Two-Player Modes

TEEN T
CONTENT RATED BY ESRB

Animated Blood
Fantasy Violence
Suggestive Themes

3DCGデザイナー募集中!! 給与等、カナダまたは日本 応募方法など詳細は www.koei.co.jp/html/jobofter をご覧ください。

Crimson Sea and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2004 KOEI Co., Ltd. All rights reserved. "PlayStation" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is the Entertainment Software Association. "Dolby", "Pro Logic", and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

DOLBY DIGITAL PRO LOGIC II

PlayStation®2

Devil May Cry®

WORLD EXCLUSIVE!

The trash-talking, demon-slaying badass returns in a prequel (yes, prequel) that brings back the cool and redefines over-the-top action!

In the beginning, there was *Devil May Cry*. Before that, there was *Devil May Cry 3*. That's right: Capcom, known for exploring many of its series' origins (including *Street Fighter* and *Resident Evil*) with "Episode Zeroes" is giving its flagship PS2 action franchise the prequel treatment — and, to the dismay of a few, but the delight of most, it has nothing to do with any of the events, characters, or setting of *Devil May Cry 2*.

Series producer Tsuyoshi Tanaka very much wants *DMC3* to mark a return to the unique gothic visual style and sometimes (okay, mostly) over-the-top action of the original *Devil May Cry*... while introducing bold new elements to the series, of course. The original *DMC* was classified as — and we're not kidding here — a "stylish hard action game" in Japan. Part three, he says, will be labeled a "stylish crazy action game." More on that in a bit. He's brought in a new "surprise" director for the job; it's not Shinji Mikami *(Resident Evil* creator and producer of the first *DMC)* or Hideki Kamiya (director of *DMC)*. "They're both too busy with their own new projects," he says. His only hint as to the identity of *DMC3*'s director: "He's got a lot of experience throwing fireballs." Hmm...

A Hero Reborn

Most would agree that *DMC's* main man, Dante, is simply the coolest original game character created since the dawn of 3D gaming. In the original *DMC*, he redefined

the term "badass," and made us feel downright cool playing as him. He mellowed out significantly in *DMC2* (heck, he hardly said *anything*), but we'll definitely get to see him in true form for *DMC3*.

Being a prequel, the game obviously stars a younger Dante, but he's also much more brazen and ballsy; Tanaka describes him as a man in his late teens or early twenties who's "full of piss and vinegar." In other words, if you thought he laughed in the face of danger (literally) and made demons his... well, totally humiliated them in *DMC*, you haven't seen anything yet. In fact, from the moment the game begins, the badass meter is likely to flat-out shatter.

Setting the Stage

The game opens with a shocker: Dante is not the only son of the legendary Dark Knight, Sparda. In fact, he has a brother and, just as Dante has a human half and a demon half, there's a duality between he and his sibling. Simply speaking, Dante's brother is flat-out evil. While the two engage each other in a heated swordfight in the demon realm, the female voiceover from the first game's intro movie tells the tale of two brothers, opposite in nature, descended from Sparda and sent to the human realm. In the movie, we see Dante get bested by his brother — actually run-through with his own sword — then nothing.

Tanaka explains that the game is set sometime between the events of a Japan-only novella written by *DMC* director Kamiya and the first game. In Kamiya's story, Dante doesn't know his true origin, or even his name. "He just knows he's really strong and good with a sword," says Tanaka. The Dante of *DMC3* knows something of his past, but his demon half (and the powers it bestows him with) is still dormant when the game begins.

That said, the game starts out in a location familiar to anyone who played *DMC1*: Dante's office. However, since this is a prequel, Dante hasn't officially set up shop as a demon hunter, or named his business "Devil May Cry." Like most of the game's hour plus of cinemas, this one is done completely in-engine; there's very little pre-rendered CG in *DMC3*. The scene mimics the opening of *DMC1* very closely, and intentionally. A phone is heard ringing, and Dante emerges from his back room, dressed, but drying his hair from a shower. That's when all sense of him being a normal Joe flies out the window.

Dante kicks a chair in the corner, which flips into the air and lands perfectly behind his desk. He plops down, kicks his legs up on the desk, and answers the phone. "Sorry, we're not open yet," he says. "Jeez, I'm not even open for business yet, and I'm already getting customers." With that, he tosses the phone's handset into the air, where it spins in front of the camera, and then lands perfectly back in its cradle.

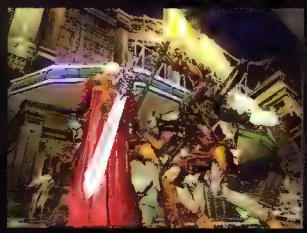
Just then, a mysterious looking man enters the office. "Are you Dante, son of the legendary Dark Knight, Sparda?" he asks, echoing Trish's opening lines from *DMC1*. "If you need to use the bathroom, it's in the back," is Dante's response — again, almost exactly like *DMC1*. The stranger tells Dante that he brings a letter from his brother: an "invitation." To what, we don't know. What we do know is, at this point, Dante flips his desk over for cover, sending the pizza box that

CONTINUED NEXT PAGE

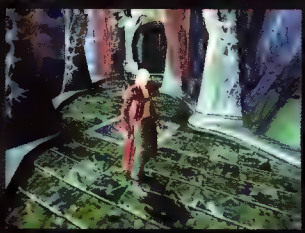
▲ Two monsters with one sword: *DMC3's* focus on stylized action means we'll see a lot more cinematic camera perspectives and effects.

▲ Build up Dante's Gunslinger skills, and he'll be able to pull off impressive trick shots like this one.

▲ The city in this game is Dante's stomping grounds. The new lighting system makes it look like real time CG.



▲ The use of neon and more "real world" touches, such as rain and fog, really help bring *DMC3's* city to life.



▲ The lighting, textures, flowing cloth, and architecture look like *DMC1's* taken to the next level.

▲ Here you can see Dante's hand-to-hand (or Royal Guard) moves being put to use to high-kick this enemy.

◀ This early sketch shows Dante with his trademark guns, Ebony & Ivory, which play a part in the game's story.

CONTINUED FROM LAST PAGE

was sitting on it airborne, and several scythe-wielding monsters burst into the office and start to attack. They look surprised when Dante stands up, scythe sticking out of his chest, and proceeds to throw them aside on the way to his jukebox, spinning one of their skulls on his finger. He tries to pick a song, but it's not working. The monsters look confused as he finally slams it with his fist, and hard rock music starts blasting from speakers in the corner. "That's more like it!," yells Dante, followed by "Let's rock!" With that, one of the most jaw-droppingly cool action game intros ever kicks in, as Dante capsizes his pool table (sending pool balls flying at his foes) then cuts it in half in order to draw his gun on them. He shoots the monsters *through* the pool balls, splitting them in half and turning the bad guys to dust. We won't spoil the whole scene, but it ends with Dante's adversaries destroyed, and him returning to his chair just in time to catch the pizza box and pulls out a hot slice to eat. It appears that more enemies pile in at this point, as Dante is most definitely fighting in his office in some of the first screenshots.

CINEMA SUPERSTAR

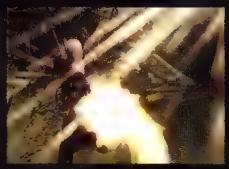
There's a good reason that this, and some of the other cinemas we've seen, but are sworn to secrecy about, are so damn cool, and his name is Ryuhei Kitamura. The prominent Japanese action director, best known for his movies *Versus* and *The Returner*, has been brought in to direct all of the game's cinema sequences. Kitamura has been given free reign in their creation, right down to directing the motion-capture actors. "Kitamura and the game's director meet weekly to discuss the cinemas," says Tanaka. Kitamura is no stranger to directing in-game movies, either; he most recently re-did all of the cutscenes for Konami's Nintendo GameCube remake of *Metal Gear Solid*. According to Tanaka, Kitamura has much more creative freedom with *DMC3*, however, since he's not working with pre-existing material.

▲ This bar setting should make for one hell of a great fight. Just look at all of the destructible objects!

▲ The familiar "man with the hourglass" item/upgrade checkpoints make a return.

▲ Could that be Dante's new female counterpart in the background?

▶ Expect lots of "wow!"-inducing effects, such as realistic sunlight and scorching flames.



CRAZY ACTION

"Crazy" doesn't mean "insane" in the case of *DMC3's* type of action. Rather, as Tanaka explains, it has to do with taking the same sort of incredibly over-the-top actions found in the opening movie and integrating them into the gameplay itself. Tanaka assures us that there will be a constant supply of "cool" moments during the game, both through stylized camera tricks and player actions. In fact, the version of *DMC3* playable at this year's E3 expo will purposely have many, if not all, of these new stylized surprises inactive so as not to spoil them for the final game.

"MY DANTE"

The core of *DMC3's* gameplay will revolve around what Tanaka is dubbing the Style system. New to this installment in the series, it will enable players to choose from several distinct "styles" of play from the game's outset. Gunslinger, Swordmaster, Trickster, and Royal Guard are four of the styles revealed thus far, but there's a possibility that more will be included in the final game.

Here's how they work: one player, for example, might like the gunplay aspect of *DMC* best, so they can start the game as a Gunslinger.

As they progress, they can pour points into related categories, upgrading Dante's gunslinging abilities in the process (see the Style System sidebar for a more in-depth description). However, this Dante won't be as acrobatic as a Trickster Dante, as good with swords as a Swordmaster, or as proficient a hand-to-hand fighter as the Royal Guard.

The idea of styles, Tanaka said, is to give players more control over what their Dante becomes. The entire feel of the game will change depending on what aspect of Dante players decided to focus on, he explains, creating more motivation for multiple play-throughs, in addition to the sort of unlockable modes and extras we're used to from the series.

Dante's demon powers and how they'll work are still largely secret, but Tanaka would reveal that he'll gradually "remember" powers, and will, at a point, be able to fully assume his demon form.

DEEPER ACTION

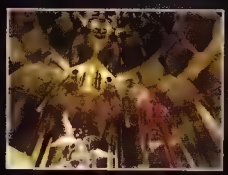
DMC3, as it's currently planned, will be roughly as long as the first game, and just about as puzzle-focused (read: it won't cause any headaches).

That's not to say that the development team hasn't been working on ways to make the game more fun to play or gratifying to control. The new style system will introduce a number of new elements to the fray: enhanced acrobatics, more guns, the ability for Dante to wield two swords simultaneously, and full on, punch-and-kick martial arts. It's that last one that should prove especially interesting; according to Tanaka, the Royal Guard Dante will have a wide array of hand-to-hand moves, both offensive and defensive. He can, for instance, knock enemies back with a palm to the chest. When asked if Dante will

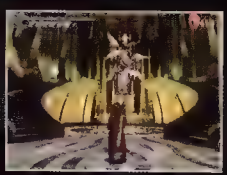
CONTINUED ON PAGE 40

Dante's office looks like a war zone by the time this fight's finished.

▲ Killing enemies that have been formed from sand results in this impressive special effect.



▲ Fortunately, the game doesn't use the same brown color palette throughout.



▲ This room is reminiscent of some settings in *DMC2*, but expect far more visual variety.

▲ Up-close sand monster capping, compliments of the cinematic camera system.

STYLE SYSTEM EXPLAINED

The key to setting *DMC3's* gameplay apart from the first two games is its Style system. Players can choose to build up different areas of Dante's skill set, whether it's acrobatics, guns, sword handling, or even hand-to-hand fighting.

▼ In this shot, you can see Dante's Gunslinger skills being upgraded. Once the required level is met, he'll learn new moves associated with the skill; here, it's showing that he'll be able to aim his guns at separate enemies using the "Twosome Time" move once he's powered-up and earned it.

▲ There's a strip club in the game, but we didn't see any strippers.

▲ The demon realm is more than just a pulsating set of hallways this time around. Looks like Dante's in for an arena battle.

▲ That enormous tower in the background is where Dante's brother is waiting for him. But what exactly does he want?

CONTINUED FROM LAST PAGE

be able to grapple with and throw enemies, he wouldn't confirm it, but did say — with a smile — that it would make sense.

The basic repertoire of actions has also been expanded and fleshed-out, both control-wise and visually. For instance, you can now hold down the sword button (actually you can assign his weapons to whichever buttons you wish) and let it go for a stronger, more long-range attack. Improved animations also allow for more visually impressive fights, as Dante performs a one-two slash with his sword in one hand, then tosses it to his other hand to finish the combo with a flourish. Speaking of combos, Tanaka is keen to point out that they've been drastically expanded since *DMC2* and will, in his words, "blow the combo system of *DMC1* away."

Tanaka admits that *DMC2's* large, wide-open level design meant that most players simply used Dante's guns for the majority of the game. That in mind, *DMC3's* levels have been designed to test player's long-range and melee fighting skills equally. That means we'll see a mix of open and confined spaces, much like the castle in *DMC1*, but *DMC3* won't just be confined to one area.

▼ Not all of the bladed weapons Swordmaster Dante gains are you typical swords...

◀ With precise timing, you can block enemy attacks and counter them.

THE NEW SETTING

According to Tanaka, *DMC3* will cover a lot more ground and variety of environments than its predecessors. A substantial portion of the game will take place amid and inside the buildings surrounding Dante's office, while our hero will eventually take the fight to the demon world, and, from the looks of things, back again, to an enormous tower seemingly constructed by his evil brother.

In order to achieve what they wanted visually, the *DMC3* team (which is comprised of staff who worked on *DMC1* and *2*) has created an entirely new 3D engine from scratch, unlike *DMC2*, which used a repurposed *DMC1* engine. The new engine allows for much more environment and character detail, but Tanaka is especially proud of the amount of special effects players will see. Some enemies are formed from sand, spew sand when hit, and return to sand when they die. The environments are much more destructible. The shadows and lighting are more realistic (Tanaka personally loves how reflected flames look on Dante's coat), and weather effects, such as rain and fog, will be put to use to further set the human world apart from the demon realm.

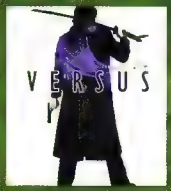
BOSSES AND BABES

Like the first two games, *DMC3* will be mission-based. Unlike its predecessors, however, there will be intro movies to each mission, and completion movies that move the storyline along between them. One such movie we saw gave a glimpse of Dante's

THE KING OF COOL

Kyuhei Kitamura may not be a household name to American movie fans, but in Japan he's known as an action movie master. His films, including *Versus* and *The Returner*, are wildly popular with Japanese action fans; the former has a special edition U.S. release on DVD.

Western gamers can get a good idea of what to expect from his cinematic work on *Devil May Cry 3* in the recently-released *Metal Gear Solid: The Twin Snake* for Nintendo GameCube, for which he masterfully "remixed" its numerous in-game cutscenes.



▲ Wait a second... is that Dante? No, but you have to admit that the similarities between *Versus* hero and *DMC3*'s are uncanny.

▲ The *Twin Snake* is a retelling of the PSone classic using new cutscenes directed by Kitamura-san. They're definitely some of, if not the best we've ever seen in a game. More reason to be excited!

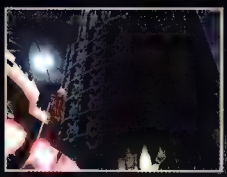
new female counterpart; Tanaka won't say if she's a love interest, or even playable, but did indicate that the new style system and focus on customizing Dante will mean that we won't see a second character who's playable for the entire game. Who is she, then? "Someone Dante knew before *DMC1*," is all Tanaka would let slip at this point.

In addition to the enemies we were privy to seeing (almost all of which are completely new), we got a brief peek at what promises to be only one of the game's numerous bosses. "Some missions will have a boss, some won't," said Takana. "Some missions will have multiple bosses." The beastie we saw was the giant, three-headed dog, Cerebus — or at least something that looked like him — covered in ice and, thankfully for Dante, restrained by giant chains. It could, however, freeze the ground and attack Dante with icy mist. Tanaka explains that, unlike *DMC2*, we won't be seeing any bosses that we can just run up to and slash away at (i.e. the morphing skyscraper demon). Instead, each one will borrow from the tried-

CONTINUED NEXT PAGE

▲ No time for darts, Dante... you've got lots of nasty demons to slay.

▲ The pause screen has gotten a very stylish makeover from the previous games.



▲ Dante observes the dark, ominous tower that's appeared in his home town from atop one of the city's many gaudy neon signs.

▲ True to form, Dante's just egging this big brute of a demon on.

▲ Demon hunting lesson #1: demons *hate* being electrocuted.

◀ Dante starts off the game with a sword, but it's *not* Alastair from *DMC1 & 2*.

BIGGER, BETTER BOSS BATTLES

Dante will square off against some truly ferocious bosses in *DMC3* — sometimes more than one per mission. This partially frozen Cerebus (no, he's not just really low-polygon!) gives Dante the old "none shall pass" speech, then unloads on our hero with icy-cold breath and biting attacks. He's chained up, though, and can't really move too much, so how dangerous can he really be? The answer: extremely!

▲ Dante jokingly refers to this three-headed dog of legend as "Fido." The exact point at which you'll fight him in the game hasn't been revealed, but he's guarding a gate... to the underworld?

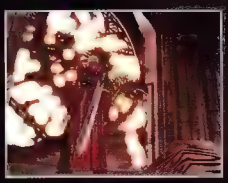
CONTINUED FROM LAST PAGE

and-true school of learnable patterns that require some brain power and time to discover.

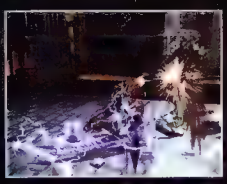
NO MORE TEARS

Unlike the second game in the series, *DMC3* will be made available for public play at this year's E3 expo, and Tanaka is confident that those who play it will like what they see.

He sees *DMC3*, which has been in development for a little over a year, as a return to the style, polish, and greatness of the original *Devil May Cry*, and from the small sampling of what we've seen, we'd say his team and their mystery director are definitely on the right track. *DMC3* will be ready to rock this fall, and we'll have much more on the game as "go-time" gets closer!



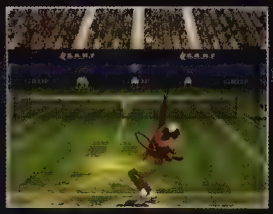
▲ You can actually see Dante's pistols holstered on his back when not in use — now that's what we call detail.



▲ Swordmaster Dante's blade fighting techniques will evolve many fold by the time he reaches the end of the game.

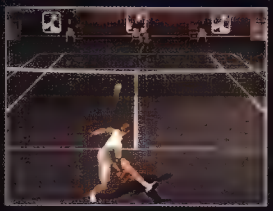
▼ As he stood atop the evil tower, the full moon behind him, Dante was heard saying: "Hey, I can see my motorcycle from here!"

16 Pros, 4 Grand Slams and YOU.



Compete in the actual licensed Grand Slam tournaments: Australian Open, Roland Garros (French Open), Wimbledon and U.S. Open.

Play AS, WITH, or AGAINST 16 real life Top Tennis Pros!



Pro Tournament Mode - Create a player, train and develop your skills, and enter tournaments to rise through the tennis rankings all the way to the top.

Experience total control from service, the baseline, and at the net.

Australian Open · Roland Garros French Open · Wimbledon · US Open 2004

SMASH COURT TENNIS® PRO TOURNAMENT 2

EVERYONE
E
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org

PlayStation.2

SMASH COURT TENNIS® PRO TOURNAMENT2&©2001 2004 NAMCO LTD., ALL RIGHTS RESERVED. "PlayStation", and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Entertainment Software Association.

namco

"...ONE OF OUR MOST-WANTED GAMES OF 2004"
-IGN
TELEKINESIS
PYROKINESIS
Featuring COLD's "With My Mind" Music Video.
MIND
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more ratings information.
XBOX
PlayStation 2
MIDWAY

Psi Ops: The Mindgate Conspiracy © 2004 Midway Amusement Games, LLC. All rights reserved. PSI OPS: THE MINDGATE CONSPIRACY, MIDWAY, and the Midway logos are registered trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Screen shots shown are from the PlayStation®2 entertainment console system.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SNAKE EATER

▶ If Snake doesn't look too happy in the water, we believe it's because of the leeches... ugh! Leeches...

STEAK EATER!

EXCLUSIVE DETAILS!

Kojima spills his guts — over a three-hour dinner

We're keeping the hits coming with our continuing *MGS3* coverage — this month with top-secret info you won't find anywhere else! Over a three-hour dinner at a San Francisco steakhouse, PSM had the chance to grill *Metal Gear* series mastermind Hideo Kojima on his new game. He was too hungry to try to escape, so he gave up the goods big time. Here's what we learned:

▶ **NIGHT AND DAY** There will be day and night settings, but the time of day won't constantly be changing like in *Ocarina of Time*; that is, some areas are always daytime, and others always nighttime. At least, that's what we think — Kojima specifically said that day/night was based on your progression through the game (you can't just stand still and watch time change).

▶ **EARLY SHOCKER!** There will be a massive, shocking twist just ten minutes into the game. Kojima teased that "survival" is the theme of the game, so you will have to see if you can survive this twist to continue on and play the game. At E3, the playable demo will be made specifically not to hint at this twist, and not to reveal any story.

▶ **CLOTHES HORSE** When asked if you'll be able to change into different outfits (like in *MGS2* when Raiden dressed as a guard), Kojima simply smiled. Scott pointed out that that was Kojima's response... his smile.

▶ **SNAKE = GUNSLINGER** Nobody's caught on to this yet from the trailers, but Snake can now hold his gun two different ways: he can hold it out normally and just shoot, or he can bring the stock back against his shoulder to take careful aim.

▶ **WEAPONS GALORE** To "please the gun nuts," there will be lots of different types of guns this time.

▶ **PROPER ETIQUETTE** Kojima said that you can use a fork, of all things. He picked up a dinner fork to demonstrate, but it's unclear weather he meant a dinner fork, or something similar like a spear or trident (to catch fish).

▶ **SHARP-EYED GUARDS** Guards do still have a limited maximum range on their sight (just like in previous games), but now that range is much longer than before — the game will be much more realistic in that, most of the time, enemies will see you when they should (unlike before).

▶ **COMMAND & CONTROL** Only certain enemies can call for backup — these are the ones carrying big radio equipment on their backs. These guys can even call in fire support missions: at their command, giant cannons off in the distance will try to target and destroy Snake.

▶ **CHANGING ROOM** You won't be able to quickly cycle through different camo patterns on the fly, you'll have to go to a special camo menu (however, all weapons and items can be cycled through in-game just as before). Randy voiced concerns that this might lead to frequent breaks in the action, but Kojima reassured us by saying that the player won't have to constantly be changing face paint and camo to the point where it would be annoying.

▶ **BLOODSUCKERS** If you lie in the mud too long, leeches will attach themselves to Snake and begin to drain his stamina.

▶ **NO MUD PLAY** Kojima thought about having Snake use mud to cool himself to avoid heat detection, but that won't be in the game.

▶ **MACHO MAN** There are some minor hidden advantages to remov-

ing Snake's shirt, but mostly it's just for the macho fun of saying, "Hey, I don't need no stinking camo!" One cool thing we've learned is that there will be some kind of system in place where Snake's bare upper body will show cuts and wounds that he gains. We're not exactly sure how that works, though.

▶ **LOG ROLL** One way Snake can warm himself is to crawl inside of a hollow log.

▶ **BLOODY HELL** Camo can be bloodied by wounds, which will lower your camo index rating, but the blood can be washed off in rivers or the rain to return camo to its full use.

▶ **WHEN ANIMALS ATTACK** Animals don't go by the camo index rating like enemies do (not sure of the exact differences, but a good guess would be that sound and maybe smell matter more).

▶ **SEE YA LATER** The alligator head is a prop (not from a real alligator) and can be found inside bases. Also, the cardboard box is back in this game, but can only be found on military bases, since it wouldn't be of any use in the jungle.

▶ **CLOSE COMBAT CAMO** There will be special camo to help Snake blend in with the interiors of bases.

▶ **SNAKE CHARMER** Take care when crawling through tall grass — snakes like to hang out in there.

▶ **SEE NO EVIL** If you're not in an enemy's obvious line of sight (like, if you're above or below him), then your camo index really doesn't matter – it's more important that you don't make any sound.

▶ **WHEN IT RAINS, IT POURS** Weather, such as rain and fog, will affect your camo index rating realistically (Snake will obviously be harder to spot in a downpour).

▶ **DON'T MOVE** The take-down moves shown in silhouette in the previous trailer have been removed from the game — that is, their animations have been changed.

▶ **THAT'S HIS STORY** While Kojima mostly sticks to the story history he established with the original *Metal Gear* games, there will be some contradictions between his older and newer games. He makes such sacrifices to ensure that the new games are as good as they can be (not sure if he was talking about *MGS3* specifically here, or the *MGS* games in general).

▶ **TACTICAL JOKES** Kojima puts the humor elements in his games to relieve some of that constant tension — he doesn't want players to get so stressed out that they aren't having fun, and won't want to come back to the game.

▶ **BE THE GARDENER** Working out all the details of the new jungle and survival elements is very difficult, and they're constantly working on that.

▶ **HANDS UP!** So far, nobody has shown any interest in "raising their hand" to take over the *MGS* series.

▶ **HOMETOWN GUY** Kojima feels that his games connect well with a western audience because he grew up watching western shows, reading western books and so on. All of these influences made him who he is, and he just creates his games from within. He says he wouldn't be interested in doing a very "Japanese" game.

MGS3 at E3: *What to Expect*

Kojima and his team have worked hard on their E3 expo presentation for months, and with the big show just around the corner, we're finally about to see the goodies they've been cooking up. What can you expect? PSM has learned that a new trailer is a definite, and the first playable version of the game is almost certain to appear. Expect a flood of new screens and game details to come out of the show, although there's one aspect of the game you won't hear anything about: the big twist. The trailer and the playable demo are being carefully crafted to keep everyone fooled.

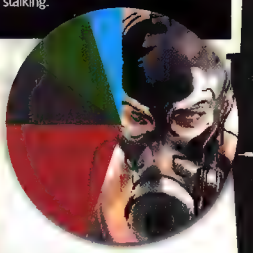
▲ Well, it's certainly big and it carries every weapon known to modern man — but it's still not Kojima's big surprise!

Stamina

Many things affect Snake's stamina, which is a crucial element of *MGS3's* survival gameplay. While the exact details of how stamina works are still a mystery, we do know this: stamina and the life meter are two separate things (although they may affect each other in some way). Also, Snake's life meter will now constantly replenish itself. The current theory on stamina though, is that you'll need to hunt and eat to replenish it. Kojima gave example as to how stamina might be lost: being cold (without your shirt), climbing, leeches, and stalking.

DIDJA KNOW?

Hideo Kojima is working on a series of books called *Metal Gear Naked*, the ultimate resource for every game in the series. On sale late this year in Japan, they will come packed with tons of cool material — even childhood photos of Kojima-san! No word on a U.S. release, but it hasn't been ruled out. We'll keep you posted.



Who Rules Fox Hound?

For our money, MGS1 has the all-time baddest group of bad guys, but which villain tops them all? Here's how you guys voted:

Psycho Mantis:	**55%**

Creepy voice, disturbing look, and the guy screwed around with your TV and Memory Card — he's the ultimate villain!

Liquid Snake	**20%**
Revolver Ocelot	**11%**
Sniper Wolf	**9%**
Vulcan Raven	**5%**

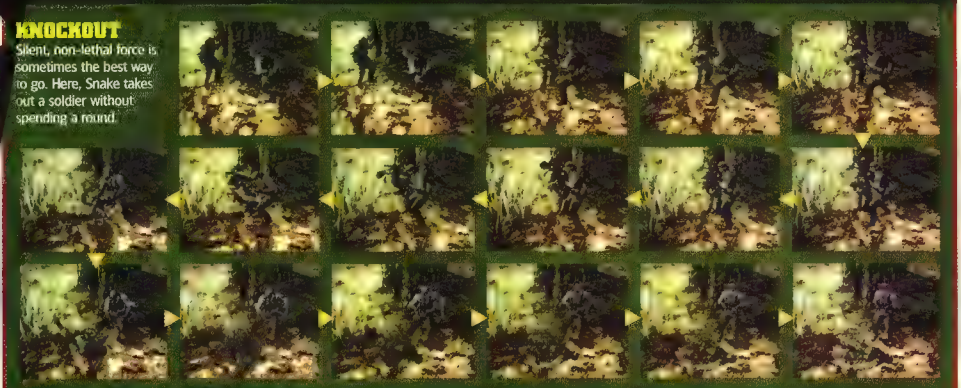
CLOSE QUARTERS COMBAT

Hideo Kojima isn't content to merely change stealth games through the inclusion of survival aspects: with the help of Konami Computer Entertainment Japan's military advisor — hey, why don't we get one of those? — Mr. Motosada Mori, Kojima and his team are introducing an all-new "close quarters combat system" in *MGS3*.

This system will come into play when Snake gets up close and personal with the soldiers who are stalking him. Now, instead of the simple punches and kicks of *MGS2*, Snake will have a variety of ways to stun or take down his foes without using bullets. The following screens illustrate four different close quarters combat sequences.

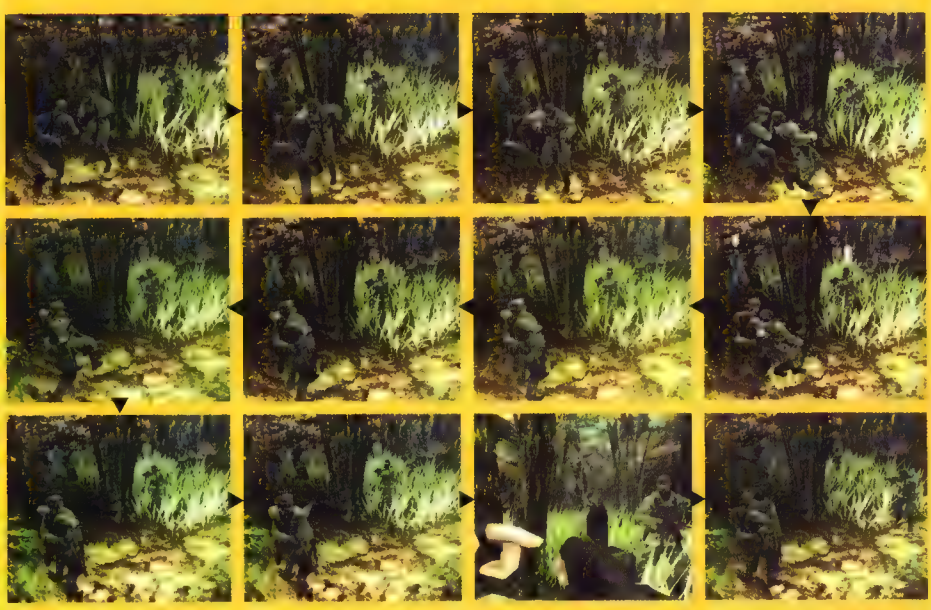
KNOCKOUT

Silent, non-lethal force is sometimes the best way to go. Here, Snake takes out a soldier without spending a round.



HOSTAGE TAKING

You've been able to use human shields in past *MGS* games, but now Snake can take bad guys hostage — and even aim at their friends in first-person while doing so.

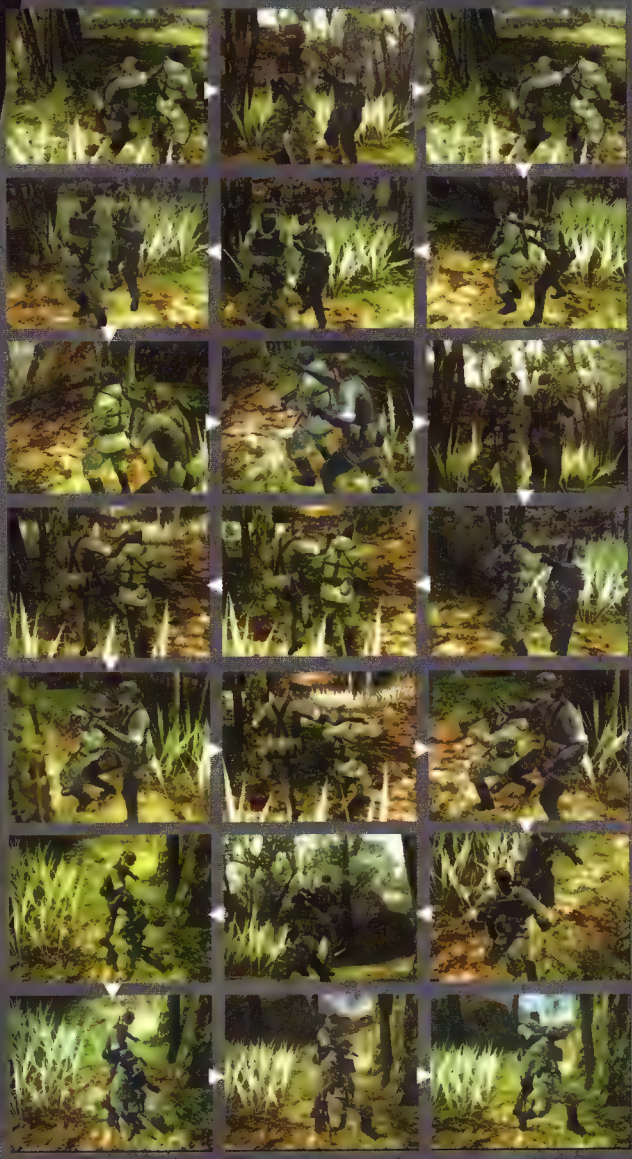


CAPTURE TYPE ONE

Here's one example of Snake grappling with and capturing an enemy. Remember that enemies can be interrogated for information once they're caught, by holding Snake's knife to their throats.

CAPTURE TYPE TWO

This is an alternate example of capturing a foe, using his gun to knock the bad guy out cold.

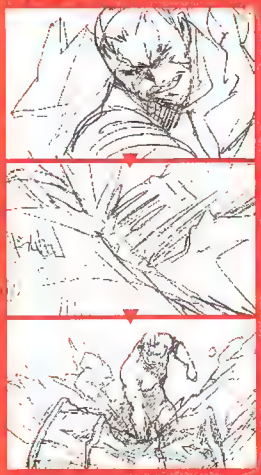


SPOILER WARNING: STORYBOARD SURPRISES!

Along with the latest round of screens, Kojima has also given out some storyboard sketches, some of which are definite spoiler material.

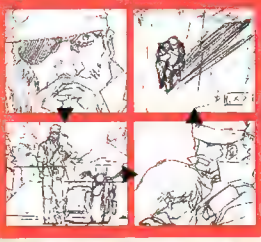
A NEW FOE?

Who is this guy? No one can say, but he certainly has a thing for punching oil drums until they burst into flames. A boss character, perhaps?



THE END?

Could it be... the ending of *MGS3*? Rumor has it that "Snake's" commander on this mission is female, and that they have a romantic connection. If she's the woman in these official storyboard sketches, and Big Boss... er, "Snake" has grown a beard and lost an eye. We may be seeing a tearful endgame reunion of the two, complete with a touching embrace in the rain, and the camera pulling back into the credits. If you look closely at the third sketch, you can even see what looks like a burning military base in the background.



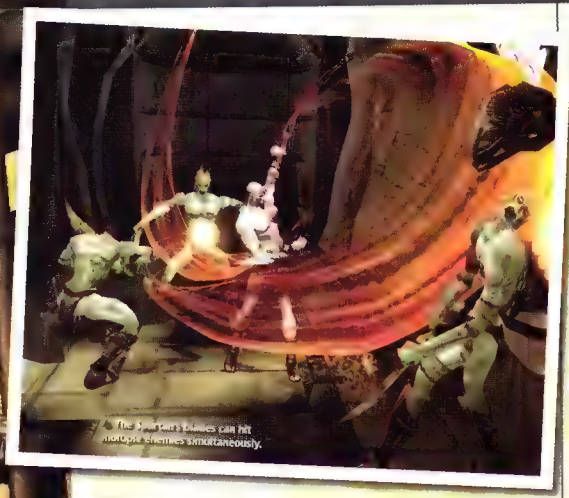
WWW.ROCKSTARGAMES.COM/REDDEADREVOLVER

MATURE 17+
M
Blood
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation.2

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. ©2004 Rockstar Games, Inc. Rockstar Games, Rockstar San Diego and the R logo, are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Red Dead Revolver is a trademark of Angel Studios, Inc. (dba Rockstar San Diego). All other marks and trademarks are properties of their respective owners. All rights reserved.

It's not due out until next year, but we simply couldn't wait to play Sony's epic, new action-adventure game. Little did we know what awaited us could be *the* game PS2 was made for!



The Spartan's blades can hit multiple enemies simultaneously.

Knock enemies off cliffs!

WAR

Some game designers want to make the next *Metal Gear*. Others want to make the next *Devil May Cry*. David Jaffe, an 11 year veteran of Sony Computer Entertainment, and the mastermind behind *Twisted Metal Black*, wants to make *God of War*.

"This is the game I've wanted to make ever since I've been in the business." It's something you hear a lot from Jaffe when he's showing people the fruits of three years of work on a game that still has nearly a year to go before release. We were so impressed by what we saw when the game was debuted in February that we just had to get ours hands on it — if simply to determine whether it really played like it looked.

It wasn't easy to get Jaffe, who is very critical of his own work, to let us dive into the world he's creating based on Greek myth, but after asking nicely (okay — we groveled) we eventually did... and we certainly weren't disappointed.

SHOCK AND AWE

We were able to spend nearly three hours with the pre-E3 version of *God of War*, and we were warned that many things, including difficulty tuning and camera angles, were going to change before the show. "Fair enough," we thought. "We've seen games early on before, so we know to expect some rough spots."

The thing was, there weren't any. Granted, *God of War* still has many, many months of tuning, polishing, and tweaking to go before it's ready to be loaded up on your PS2 at home, but, in our nearly seven years of covering PlayStation, few (if any) games have impressed us this much this far away from release.

Enough with the awe... let's get down to the gameplay itself.

CONTINUED NEXT PAGE ▶

PANDORA'S TEMPLE

The area of the game we were able to explore houses Pandora's Box, the item the yet-to-be-named hero of the game needs in order to murder the God of War, Ares. This massive, trap-filled fortress comprises the second of what will unofficially be the game's three main acts.

The hero (Jaffe simply refers to him as "the Spartan" at this point) starts out the demo on a rock platform some distance from the temple. Standing in the blowing sand and surrounded by hungry-looking vultures, we learned the chains... er, ropes of the control system.

▲ Once you've stripped Medusa's head, you can use it to take enemies by stone.

COMBAT

At this stage, it's not certain which of the Spartan's attacks and abilities will be open from the get-go, so we had free reign. Using twin blades attached to chains, the Spartan can execute ranged attacks, the variety and complexity of which would make a Belmont envious.

Hitting ▢ performs his basic swinging attack. Hitting △ executes a more powerful one. Holding L1 guards; hitting ▢ while guarding pulls off a spinning "crowd clearing" move, while hitting △ makes the Spartan do an airborne roll with both blades out. Hitting △ can also be used to send lighter enemies into the air.

○ grabs enemies, whether they're airborne or on the ground. So, you can slash and enemy off the ground with △, then hit ○, causing your bladed chain to shoot skyward, spearing the enemy and slamming them to the ground. If you hold down △ when attacking, you follow the enemy into the air, at which point you can slash them or use ○ to repeatedly grab them and slam them into the ground.

Similar to a wrestling game, grabs can lead into other moves. Pressing ▢ once you've grabbed one of the basic "fodder" enemies causes the Spartan to begin punching them in the chest, "milking" them for health and magic orbs. You can also hit △ and rip them in two; even after "milking" them a bit. If you press ○ again after grabbing them, you skewer them on one blade, then swing them around, taking out multiple enemies. If you've got an enemy on the ground and you're in the air, hitting ○ makes the Spartan come stabbing down on him with both blades (you can also do this while standing if your enemy is laying on the ground).

The Spartan also has a dash / shoulder tackle move initiated with L1. At its most basic, it causes you to dash forward. Hit it a second time, and you'll dash with you blades out. A third tap dashes, blades out, into a multi-hit blade attack.

The right analog stick is used only for evasive moves; rolling and back-flipping away from enemies, ✕ jumps and double jumps.

COMBOS

Unlike *Castlevania: Lament of Innocence* or *Devil May Cry, God of War's* attack combos aren't a simple matter of hitting ▢▢△, etc. and getting the same canned result every time. There's a lot more room for experimentation, and the attacks flow together marvelously.

At one point, we were taking on half a dozen enemies, devising different combos, and not feeling like it was getting old in the least. Realizing that we needed health, and not having time to drink a health potion, we grabbed a bad guy, milked him for a little health, then ripped him in two as more enemies approached. Before they got too close, we were able to guard and hit ▢ to clear them away using the Spartan's blades. All the while, the game's camera was intelligently zooming and panning to make sure we saw the gruesome details, but also never had off-screen enemies attacking us.

LARGER ENEMIES

The next aspect of the game we test-drove was combat against larger non-boss enemies (there will be boss battles in the game, but not in the double digits — Jaffe wants to ensure they're not just fights against larger, standard enemies).

First up was the Cyclops, a favorite of Greek mythology. This big brute is 1.) super strong, 2.) has a wide attack arc, and 3.) like to grab and crush you if you get too close. Obviously, normal tactics weren't going to work against him. Instead, we used the R-Stick to evade his swings, then got in some licks of our own, keeping our distance. Once he'd had enough, a spinning icon appeared, which meant it was "take-down mini-game" time.

▲ The steps leading to Pandora's Temple.

IN ACTION: MEDUSA MINI-GAME

If you can avoid her statue-making stare and whittle down her health, you'll be able to grab a Medusa and rip off her head, which then becomes a permanent magic item in your inventory!

▲ First you knock her out...

▲ ...then give her head a tug...

▲ ...and it rips off, releasing orbs.

▲ You now have a new magic item!

MINI-GAMES

When a larger enemy is weakened, you can grab them like any other foe using the circle button. Once you do this to a Cyclops, a "Simon Says" style dance begins, with random face button icons appearing in rhythm. As you get the right, and on time, you act out a cinematic take-down of the big brute.

Our next chance to experience this type of gameplay came when we entered Pandora's Temple. Once inside, we met a Gorgon, or Medusa. This snake-like fiend tries to freeze you with her stare. Wiggling the L-Stick fast enough will free you if you're turned to stone. Evade her and deal enough damage, and you can grab her using circle. Once you've got her down, a face button icon appears, and if your timing's good, you'll rip her head off — which then becomes a magic item. The final "mini-game" we got to test out involved the Minotaur. This guy is best weakened using air throws. After you can grab him, repeated mashing of the ◎ button will enable the Spartan to stab his sword into the Minotaur's open mouth.

MAGIC & UPGRADES

We mentioned the Medusa's head being a magic item. In fact, there will be several magic powers of the gods earned through defeating enemies. The thunderbolt of Zeus is one; it can be used as a long-range, spear-style attack.

▲ Some areas require keen balancing skills.

There's also a magic element to basic combat. As you land successive blows, a hit counter meter keeps tally. Fill the meter entirely, and a bolt from the gods will transform the Spartan into an unbeatable warrior for a short time.

From the pause screen, it's possible to level-up the Spartan's magic attacks, in addition to his blades, speed, and other abilities, using yet-to-be-revealed collectible items.

PUZZLES, LEVEL DESIGN, AND "CONTEXT SENSITIVE" MOVES

The combat, so far, is wonderful. However, the one element of the game Jaffe seems most proud of is its puzzles. One of the reasons the game's been in development for three years is that Jaffe is totally against reusing the same trick twice. All of the puzzles and game mechanics that go with them have to be created individually, which causes programmers to lose sleep, but will ultimately result in a game that hopefully avoids the type of repetitive puzzles associated with the genre. "Every puzzle is a real puzzle, but I don't really call pulling a switch and opening a door a puzzle," explains Jaffe. "I find that so annoying as a game player, because this is my favorite genre." He continues: "I read on the back of the boxes 'go on this great adventure! Do this! Do that!' and then you get the game and you move a switch and that's the puzzle. We definitely have no puzzles like that."

The best way to describe the game's puzzles is to compare them to *ICO*, the under-appreciated sleeper Sony title from a couple years back. They require more thought and inventiveness on the part of the player, but they're very rewarding to solve. Some are limited: find out how to open a door, etc. Others, however, are just one part of a much larger puzzle, the result of which you won't see until much later on.

In our nearly three hours with the game, we flipped switches, but it was never to simply open a door. We also never felt like we were doing the same thing twice, nor did we see any area of the temple that looked just like another.

Making our way around, we got to try the numerous "context-sensitive" moves and abilities being put into the game. At one point, we were scaling cliffs, bashing enemies heads into the rock face or kicking them down using the ◎ button. Later, we balanced on narrow beams, pulled the wings off of vile Harpies, and fought while on a rope, snapping necks and shaking off enemies with the L-Stick. All with almost eerily life-like animation.

◀ The Spartan has weak, strong, and grab (shown here) for fighting on ropes.

GIFT OF THE GODS?

Three hours wasn't nearly enough with the game; we wanted more. At this point, *God of War* is easily one of the best looking, most engrossing games to date on PS2, and the most promising action-adventure game since the original *Metal Gear Solid* and *Devil May Cry;* but even that may be putting it lightly.

Anything can happen between now and next spring, but, without a doubt, this is one game everyone should be keeping a close eye on for potential PSM Game of The Year 2005 consideration.

IN ACTION: MINOTAUR MINI-GAME

Weaken the Minotaur, and you can throw him to the ground, leap on him, and, with a fast enough finger on the ◎ button, drive the Spartan's twin blades into his mouth!

STEP ONE: Weaken the Minotaur and knock him down using air grabs.

STEP TWO: The Spartan will pin his foe down and raise his blades into the air.

STEP THREE: The Minotaur will resist, so keep hitting ◎ as fast as possible!

STEP FOUR: You'll eventually break his guard and stab him right in the kisser!

ONE WAY OR ANOTHER
THE JOB GETS DONE.

Even more ways to make a kill ⟩ Hunt down your prey around the globe ⟩ All-new improvisational weapons ⟩ More advanced enemy A.I.

HITMAN™
CONTRACTS

SIGNED IN BLOOD.
In Stores Now!

hitmancontracts.com

IO Interactive

eidos

MATURE 17+ M CONTENT RATED BY ESRB
Intense Violence
Blood and Gore
Strong Language
Strong Sexual Content
Use of Drugs

i-GUIDE OFFICIAL

PlayStation®

XBOX

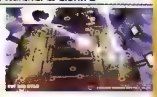
Hitman Contracts © IO Interactive A/S 2004. Published by Eidos, Inc. Developed by IO Interactive A/S. Hitman Contracts, Eidos, and the Eidos logo are all trademarks of the Eidos Group of Companies. IO Interactive and the IO Interactive logo are all trademarks of IO Interactive A/S. All other trademarks are the property of their respective owners. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of the Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The rating icon is a registered trademark of the Entertainment Software Association.

PlayStation.2

CONTENTS

70 Ace Combat 5
71 Battlefield: MC
75 Crisis Zone
79 Dead To Rights II
77 Death By Degrees
73 Def Jam Vendetta II
76 Driv3r
80 Forgotten Realms

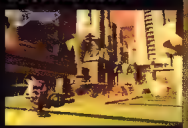
79 Galactic Wrestling
74 The Getaway 2
58 Jak 3
66 KOF: Maximum Impact
79 The Mark Of Kri 2
68 Monster Hunter
62 Ratchet & Clank 3



81 The Red Star
81 Rumble Roses
81 Shin Megami Tensei
81 S.R.S.
72 Sly 2
79 Terminator 3
78 Xenosaga 2

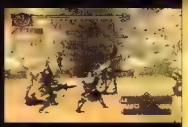
HOT GAMES

Turn on over to these big games NOW!



Ratchet & Clank 3 *pg. 62*

KOF: Maximum Impact *pg. 66*



Monster Hunter *pg. 68*

JAK 3

In a land of burning sand, Jak's final – and greatest – adventure begins

<< WHILE HE'S STILL A DARK AND BROODING CHARACTER, JAK IS LESS DRIVEN BY REVENGE >>

GAME INFO | PUB SONY CEA | DEV NAUGHTY DOG | TYPE ADVENTURE | REL DATE OCTOBER | MAX PLAYERS ONE | ESRB PENDING

With the original *Jak and Daxter* in 2001, SCEA and developer Naughty Dog delivered a light, cartoony platform game packed with entertainment. About two years later, they teamed again to release *Jak II*, a serious departure from the premiere title that took Jak in a darker, moodier direction — with a plot based around his extensive and extended torture, his escape and subsequent pursuit for revenge. Now, for the final chapter in what Naughty Dog claims was intended to be a trilogy, *Jak 3* pledges to continue a careful blending of action and storyline in what's hoped will be the best adventure of the three.

With the third game, Naughty Dog has promised to continue the development of the characters and world, as well as introduce new gameplay elements and address some problem spots in *Jak II* that gamer feedback revealed. The plan for *Jak 3* was to expand his Dark Jak abilities, reduce the travel time to get from one spot to another and further push the use of weapons and devices as a mechanism to up the action level that much more. As the game goes on, you realize that while he's still a dark and brooding character, Jak is less driven by revenge and more by personal discovery. The developers were also proud to announce that Wasteland Island, the world where a majority of *Jak 3* takes place, is about four times bigger than *Jak II's* Haven City, which creates a gigantic playfield for the many confrontations and trials.

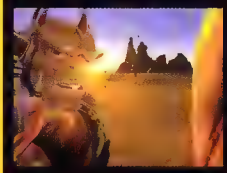
At the start of *Jak 3*, Jak and Daxter are exiled by the Baron and, for the most part, left to die in a scorching-hot desert. It doesn't take long for them to find a bit of salvation — which, of course, leads to new adversaries and challenges. In the little bit of the early game we were shown (surprisingly solid considering the time remaining in the game's development), it was obvious that a lot of the gameplay would follow an action/adventure style. In the words of the developers, it was designed to be "a story with lots of things to do within the story."

In one section, for instance, Jak zooms around the desert in a buggy, picking up artifacts scattered around the terrain, all the while racing against

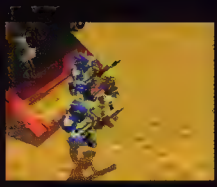
CONTINUED ON NEXT PAGE

Welcome To The Wasteland

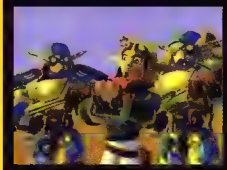
The game begins with a stunning in-engine cinema showing the events that transpired immediately after the end of *Jak II*, and our hero's subsequent exile to Wasteland Island.



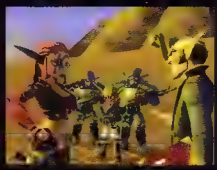
▲ "Welcome to the wasteland, baby... you're gonna die!"



▲ Off the ramp and onto the searing-hot sand Jak goes.



▲ As a rule, Jak's never in a good situation at the beginning of his games.

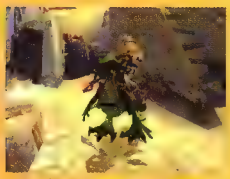


▲ Despite the fact that Jak will surely die out there, the bureaucrat won't hear any pleas for a pardon.

▲ "Later, Jak! Don't forget to write... if you survive."

▲ Though he's supposed to be exiled alone, Daxter and Pecker (heh!) manage to sneak out of the carrier.

▲ Jak passes out in the heat, and when he regains consciousness, he's thrown into an arena challenge by the wasteland's king. What luck!



▲ In addition to buggies, Jak will also get to ride around on animals, such as this leaper.

▶ Okay, are there any questions as to why it's called a "leaper?"

What would a desert wasteland be without massive catacombs filled with swarming insect enemies to take out?

You go back, Jak, do it again

The evolution of Jak as a character has been stunning through the three games:

1 In the original *Jak and Daxter*, he was just a boy, with a young and cartoony look...

2 ...while in *Jak II*, he aged significantly and had a gruff look, thanks to a cool goatee, a more functional wardrobe, a stylin' haircut and a scowl that indicated his darker mood.

3 In the third chapter, Jak's armor suit is more colorful and catches the light better, his hairdo and hair color are even more refined, and, well, the steely-eyed glare continues forever.

the clock and trying to avoid myriad enemy buggies trying to ram and fire on him. Another section involves a constantly moving train that Jak has to see to the end of its trip, requiring him to race ahead and drop bridge sections into place, while simultaneously dodging enemies and maintaining enough ammo to get the job done before the train can crash.

While the weapon structure is easy to work with — there's one kind of ammo for all guns, but more powerful guns use the ammo at a faster rate — if you should run out, you'll need to resort to Jak's melee skills in order to complete the section. Naughty Dog noted that there are some segments where punching will be more beneficial than using a gun.

It's obvious from the brief showing that the developers have made some serious improvements from *Jak II* to *Jak 3*. Among the additions are the use of "ragdoll physics" to have characters react more realistically in relation to the environment and combat. They've also done quite a bit with "cloth dynamics," which results in clothing fluttering when a character moves. The game's particle system has also been enhanced, making explosions, smoke and other nuance that much more stunning. They're all subtle graphics touches, but they contribute to a better-looking game overall.

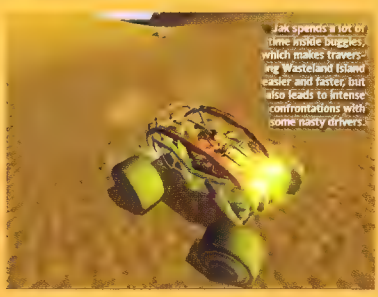
There are still a lot of details yet to be revealed, but with a few months of development time remaining before its planned October release, the excitement is building for another epic *Jak* game. **ANDY EDDY**

THE BUZZ

While Naughty Dog claims *Jak 3* will bring the story arc to completion, the developer is allowing for future games.

▲ Jak will be sent on many missions by the Wastelanders, most of whom — make that all of whom — are dangerous, of course.

◀ The King of the Wasteland appears to be one mean dude. Doesn't anyone smile in this game?

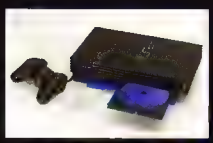


Jak spends a lot of time inside buggies, which makes traversing Wasteland Island easier and faster, but also leads to intense confrontations with some nasty drivers.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

Rattlebrain, Inc.
"We Make You Think..."
rattlebrain@mac.com



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Try your hand and play to win!

Computer Contest. Win a tricked out gaming computer with 3.0 Ghz Pentium 4, 2 Gig. RAM, 300 Gig. HD, DVD, Windows XP, Nvidia card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Microsoft XBox, Nintendo Gamecube and Sony Playstation 2! Get all three or trade the ones you don't want for CA$H! Bonus options include: 33" monitor, $1,000 in games you choose, Gameboy Advance, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

For 17 years we've created safe and fun exercise for your Brain (better than being a tv zombie, your parents will dig it). Legal in all 50 States and Canada.

Mystery Word Grid

	H					
		E				
P	I	N	C	H	W	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

SEND CASH, CHECK, MONEY ORDER TO:
RATTLEBRAIN, P.O. BOX 9315
PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE POSTMARKED BY Aug 28th, 2004 • ENTRY FEE MUST BE INCLUDED Only one entry per person You must be under 30 years old to play. Suppliers of Rattlebrain, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 12/31/04. You can request Winners List and Official Rules by writing: Rattlebrain Rules, 1511 SW Park Ave. #1102, Portland, OR 97201-7806. Merchandise names and models are trademarks of their respective companies who along with this magazine, have no affiliation with this contest.(And, if you've read all this you have the personality type to win!) ©2003 Rattlebrain, Inc

Verifiable retail value of contest prizes: Media Rig $7,012.00, bonus options $4,699.00. Computer $2,500.00, bonus options $3,567.00. Video Game $900.00, bonus options $4,799.00.

GAME INFO | PUB SONY CEA | DEV INSOMNIAC | TYPE ACTION | REL DATE NOVEMBER | MAX PLAYERS EIGHT | ESRB RATING PENDING

▶ Don't make fun of Ratchet's ears or Clank's stature, 'cause that black hole creating Rift Inducer has a hair trigger.

RATCHET & CLANK: UP YOUR ARSENAL

The galaxy's most well-armed action duo are back... and online!

◀ The first two games had some lush settings, but this one's jungle planet puts them all to shame.

It's said the third time is the charm. If that's the case, Insomniac Games teaming with Sony for a third installment in the *Ratchet & Clank* series should be downright charming.

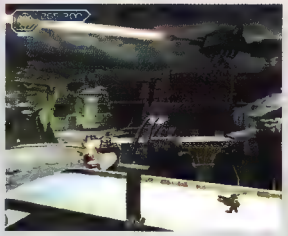
Indeed, that appears to be the case. The latest game — with the cheeky subtitle, *Up Your Arsenal* — again boasts even more of the humorous action that the dynamic pair have shown previously, with a further refinement to the RPG-ish character building that was introduced in *Going Commando*. And just as the second chapter offered more in relation to the original *Ratchet & Clank*, *Up Your Arsenal* promises to go even bigger still. The world will again be increased in size, offering more terrain for you to cover, but there'll also be more enemies, more gadgets (including more black market items) and more upgrades (up to four levels) to many of the weapons.

Speaking of weapons, Insomniac is hardly content to keep the same selection of gear established from the previous two games. Among the 20 weapons to be offered is the Infector, which fires a toxic goo that initially causes anyone hit by it to turn their attention — and attacks — on

ONLY IN PSM EXCLUSIVE

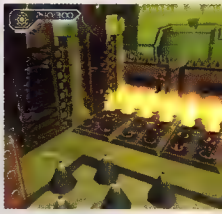
▲ Ratchet and Clank will take on many more enemies simultaneously in this game. There are even so-called "ambush areas" like this one, where they pour in by the dozen.

▲ The Tyranoids are nice and squishy, which makes them perfect fodder for Ratchet's upgraded laser cannon.



▲ You want massive levels? This is one series that delivers, and *Up Your Arsenal* only ups the ante.

▼ This is one example of a new "gauntlet" challenge, wherein the daring duo face all sorts of hideous traps.



other enemies in the area. Improving the weapon through its four upgrades (up to the ultimate Infecto-Bomb) not only sickens foes over a wider area, but also makes the infection that much more contagious, so that affected enemies may in turn pass the illness on to others.

Other weapons include the Rift Inducer, which generates a black holes that sucks adversaries into its air-rippling vortex. The Refractor has a dual purpose: not only can it be used to reflect an enemy's beam attack back on itself, but in other sections, it's used to deflect energy beams, opening certain doors that make up the more puzzle-oriented side of the game.

Though the game will only end up under construction for about a year — which is a relatively short period compared to other major releases — it features some other notable changes. It will again provide added content that appears after the game is completed, inspiring multiple playthroughs. There's also the rumor that a *Going Commando* save game will trigger something, though Insomniac and Sony were coy about what would happen. The game's engine has also been refined since *Going Commando*, which resulted in higher visual detail and graphics effects, such as more realistic water.

By far, the most satisfying addition to *Up Your Arsenal* is the inclusion of new online multiplayer action. The broadband-only gameplay will support up to eight players on two teams as they each try to destroy the other team's base in one of six playfields. Real-time voice chat will also be enabled to better allow teammates to coordinate their offensive and defensive strategies.

The action will be fast and furious, thanks to the scattering of weapon icons around the terrain, as well as firing turrets that can be manned and a selection of ground- and air-based vehicles — some of which can hold more than one player. The craft not only increase the game's pace, but they facilitate destroying key parts of the terrain, such as bridges that span chasms that separate the bases. The game's designers at Insomniac note that, while the single-player game will be deep, they hope to make the multiplayer portion so rich that some players will only buy it for that.

For those without a Network Adapter-equipped PS2, *Up Your Arsenal* will also offer split-screen multiplayer for up to four players on a single system. Gameplay is much the same, though with a tighter view of the action.

If Insomniac and Sony shoehorn as much into the game as they say they will, you'd better free up a good chunk of your time at the end of the year, because *Up Your Arsenal* promises to provide hours of entertaining action.

ANDY EDDY

Go Forth and Multiplayer!

Sony and Insomniac promise frantic multiplayer gameplay in *Up Your Arsenal*, whether it takes place on a four-person split-screen or with eight-player online matches.

▲ There will be several multiplayer levels with different play-affecting environments.

▲ Careful use of vehicles and turrets will send bullets flying around the screen.

THE BUZZ

This game could result in more than a few blank pages in PSM. GET BACK TO WORK!

© 2004 Atari, Inc. All rights reserved. Created and developed by REFLECTIONS
trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks
Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S.
license from Microsoft.

AMBITIOUS.
RUTHLESS.
DEADLY.
Experience the world of DRIV3R now. Catch Run The Gauntlet, an Internet Film Event airing exclusively on WWW.DRIV3R.com.
see it all at..
DRIV3R.com
ATARI
REFLECTIONS

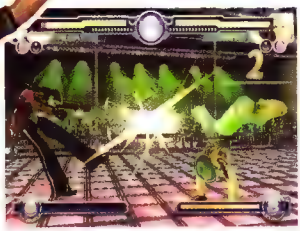
GAME INFO | PUB SNK NEO-GEO USA | DEV SNK PLAYMORE | TYPE FIGHTING | REL DATE SEPTEMBER | MAX PLAYERS TWO | ESRB RATING TEEN

Ralf Jones (of *Ikari Warriors*) fame is one of the returning characters for this first 3D *King of Fighters*, as is Terry Bogard — the guy who just got his jaw broken.

KING OF FIGHTERS: MAXIMUM IMPACT

The king of hardcore 2D fighters finally enters the third dimension

▶ Terry Bogard is one of *KOF*'s most prominent characters.



▲ Alba and the breakdancing Soiree are two of the all-new characters SNK is including in the game.

After 10 years and 10 games — in the arcade alone! — one of the fighting genre's longest running and most renowned series is finally seeing its first completely original installment on a home console... and it's for PS2. Not only that, *KOF: Maximum Impact* is also the first game in the series to completely abandon 2D sprites in favor of fully polygonal 3D characters and stages. Hey, it only took 10 years...

Does this mean that *KOF* is also abandoning the gameplay and characters its diehard fans have come to know and love? Not in the least.

KOF: Maximum Impact will see the return of more than a dozen characters from the previous games, including the likes of Terry, K', Athena, Ralf, Yuri, Ryo, Maxima, and Leona. SNK is planning to work in five characters new to the series, including Rock (From *Garou: Mark of The Wolves*) and the voluptuous newcomer Lien. Four hidden characters are also in the cards, but the developer is keeping mum as to who they are. The ability to build three-fighter teams, a la the earlier games, wasn't in the version we played, but may make it into the one

▶ Lien's get-up sure does make you wanna... fight, doesn't it?

▼ Move around your opponent and knock 'em into that fence in the background — you can even make it dent.

◀ All of the returning characters' special moves have been kept.

Source Material

What's that? You're not "old-school" enough to know where *KOF*'s coming from? That's okay: here's a look at two of the earlier games in the series, which have appeared for arcade and home (even handheld!) systems.

▲ *King of Fighters 2001*, as it appeared in the arcade and on PlayStation 2.

▲ A pint-sized version of the series was released for the ill-fated Neo-Geo Pocket Color.

▶ The backgrounds are still being worked on, but already show off a lot of nice ambient effects.

▼ In the case of Lien, multiple costume options are a very good thing.

▼ Mignon, another fresh face, evidently has aspirations of becoming a J-Pop idol.

you see on shelves in September.

From our exclusive hands-on with the game, we can happily report that, despite the move to 3D, it feels very much like the previous 2D games in the series. SNK has retained the two punch, two kick control layout found in the previous games, plus the ability to taunt (which is now assigned to a shoulder button on the Dual Shock 2). The control, even at this early stage (roughly 40% complete), has a definite 2D fighter responsiveness to it, which should definitely give the game a unique edge over its 3D brethren, i.e. *VF4: EVO* and *Tekken 4*. Moves based around rotating the D-pad come off without a hitch, as do throws. Of course, the 2D feel comes from the fact that the fighting mainly takes place on a two dimensional plane; jumps and dashes are performed just as you'd expect in a classic side-view fighter.

New, but entirely expected given the shift to 3D, is the ability to quickly side-step attacks (by hitting ↑, ◎, and ⊗ simultaneously). This can also be used to completely swing around opponents. Holding down on the D-pad while pressing square and ⊗ lets you freely move your character around the stage, but, at least at this point, they move relatively slowly.

As you can see in these exclusive screens, one of our biggest worries (namely the translation of the classic *KOF* art design into 3D) shouldn't have been one at all. Let's just put it this way: we let out a big sigh of relief when the game loaded up and we started moving the characters around.

▲ The sexy newcomer, Lien, is featured prominently in the game's intro movie.

While the backgrounds — despite some cool interactive objects, including chain link fences that fold on impact — are fairly basic, the characters themselves are detailed, colorful, and move very fluidly. SNK's artists are using some palette and visual tricks to make the characters pop off the screen, much like their 2D forerunners.

Rounded out with all of the gameplay modes (including both story and versus battles) and hard-rocking soundtrack we've come to expect from the series, *KOF: Maximum Impact* should definitely be on every hardcore fighting fan's "games to watch" list — and every KOF fan's list of "games that are actually turning out better than we ever expected." **RANDY NELSON**

THE BUZZ

Thankfully, this is one 2D brawler gone 3D that's heading in the right direction.

GAME INFO | PUB CAPCOM | DEV CAPCOM | TYPE ACTION | REL DATE FALL | MAX PLAYERS FOUR | ESRB RATING PENDING

▼ There are varied environments, ranging from swamps to plains and deserts.

MONSTER HUNTER

ONLINE COMPATIBLE

HANDS-ON with one of the freshest online action games yet!

◀ This guy's loaded for bear! Too bad he's hunting monsters...

A few years ago, gamers were content with merely catching monsters; now, however, gamers demand more, and Capcom is going to give it to them with the tentatively titled *Monster Hunter,* an online action game in which players can traverse gorgeous and varied terrains and — appropriately enough — hunt monsters.

You start off the game by choosing your character (the final game promises to have full character customization, including the ability to choose your name, gender, hairstyle, face and voice) based on their various weapons. Once your character is established, you can go on various quests, either with three other buddies or all by your lonesome — though cooperation definitely makes the game both easier and more fun.

For example, one mission has you hunting a wyvern, a monster that can easily overpower you if you try to fight her head-on. With a team, some of the stronger teammates (like

Hunting Gear

There are a wide variety of weapons to be used in *Monster Hunter:* the one-handed sword, the large sword, the hammer, the bowgun, and the lance. Larger weapons, like the large sword, hammer, and lance, deal more damage, but they are much slower and more unwieldy than the one-handed sword. The bowgun is good for long-range hunting and can use different types of ammo — like pellet shells or explosive shells — but reloading mid-battle can be problematic. Each weapon has its pros and cons, so it's best to try and find the character type that suits you best.

▲ There are male and female versions of each character type — *Monster Hunter* is an equal opportunity game.

Keeping Sharp

Bladed weapons will dull with use, so it's important to sharpen your blade during any breaks in the action.

▶ Having a sharpened blade could mean the difference between killing a monster and merely wounding it.

those using hammers or lances) can gang up on the wyvern and send her packing to her roost. Once there, one teammate can sneak up behind the sleeping beast and set up explosive barrels while another teammate sets up a pit trap directly in front of her. Then a bowgunner can climb up to a clear vantage point and shoot the barrels, making them explode, which thereby pushes the startled and injured wyvern into the trap. Then it's only a matter of whaling on the wyvern until it is finally defeated.

All the fighting, dodging and running can leave your character's stamina bar depleted, and your character regularly loses stamina the longer the quest goes on. Your character's health will be affected if all your stamina is depleted, so it's always important to keep an eye on the stamina bar. To replenish your stamina, you consume monster meat, and you can use the monsters' parts to make new weapons and items.

Monster Hunter uses an interesting control scheme in which the right analog stick is used to swing melee weapons or reload ranged weapons. This gives you more weapon control, but it may be problematic when combined with the online portion of the game: since the almost 100% action, it's difficult to put the controller down to type to your teammates, and, unfortunately, it doesn't look likely that the game will support voice chat. Even so, the game looks good and plays well. We can't wait to hunt more monsters in the full retail version

JUSTIN CHENG

THE BUZZ

It's fun to play with friends if you're in the same room. Capcom: include voice support!

◀ Repeat after me... it's a monster, not a dinosaur.

▼ When hunting dinosaurs... er, monsters... it's a good idea to bring some backup.

▼ Even when there aren't any monsters around, it's still more fun to play the game with other people.

▼ You don't just get items by hunting monsters — you can find items virtually anywhere in the game, including on the forest floor.

▶ You have to work together to slay the wyvern. And don't worry — the final game will be in English.

A Better Monstertrap

Weapons are not the only important factor when it comes to monster hunting — making good use of your items can turn the tide against larger monsters, like the wyvern.

▲ Pitfall traps and explosive barrels are just some of the items that can be used in conjunction with your standard weapon.

▲ Make sure you have lots of stamina before you decide to take on some of the bigger, meaner monsters.

Tastes Like Chicken

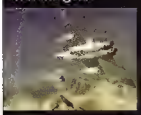
The all-important stamina bar is replenished by eating monster meat, but not even videogame characters want to eat it raw. As such, this game even includes a barbecue set to cook up slabs of slain monsters.

◀ You can have your meat the way you like it, from rare to burnt. Just make sure there aren't any monsters around before you start cooking.

GAME INFO | PUB NAMCO HOMETEK | DEV NAMCO LTD. | TYPE AIR COMBAT | REL DATE FALL | MAX PLAYERS ONE | ESRB PENDING

TALLY-HO!

With *Ace Combat 5*'s new Wingman Command system, you get to decide who gets all the kills and who stays in the rear with the gear.



◀ "Sierra Leader, this is Sierra 2. We have incoming bogies at one o'clock high. What are your orders?"

▶ "Roger that, Sierra 2. Uh... you guys just go ahead and take 'em on. I'm still nursing a cold one. Over."

▲ Fast, beautiful and deadly, this flight of F-14D Tomcats is something no hostile ever wants to see.

ACE COMBAT 5: THE UNSUNG WAR

Namco readies its latest Top Gun! Do you feel the need?

When a pilot shoots down five enemy aircraft, he becomes an Ace. With the release of *Ace Combat 5: The Unsung War*, Namco is looking to claim the title of Ace of the air combat genre.

The legendary flight combat series is back in its fifth iteration, and it looks like it's got all the hard points loaded for some explosive action.

You want planes? *AC5* has got 'em... over 50 licensed planes are available for you to go boomin' and zoomin' in, and you'll be able to change the paint schemes to match your mission.

And speaking of missions, you won't have to go out on that dawn patrol all by yourself anymore. Namco is introducing Wingman Command, a new control stucture that will allow you to order your squadron around the skies while in flight, ensuring that the Zulus get pounded to perfection! Get some!

Of course, the ultra-realistic and beautifully rendered in-game graphics, featuring real-time weather effects and dynamic lighting, will satisfy even the most jaded jet jockey.

There'll be plenty of combat for everyone, so don't get your panties in a bunch, ladies! *AC5* will feature an intense storyline, comprised of over 30 distinct missions. Let's not forget the fully rendered, 3D CG cinematic cutscenes guaranteed to pull you into the storyline tighter than an 8 gee turn. Outstanding!

Along with the usual frenetic dogfights, *AC5* will also feature some gut-busting ground support missions, as well as some sea-based action for all you "Naval Aviators" out there.

While there is no word yet as to whether or not the game will support online play or the HDD, Namco's latest sitrep points out that this version of *AC5* will feature four distinct modes of play, including the standard Story Mode. We don't have any idea what these other modes are yet, but as soon as we get the full skinny, we'll let you know!

So break out the speed jeans and check your oxygen fittings. You'll want to be ready to strap in, kick the tires and light the fire come this Fall.

BILL DONOHUE

▲ The scenery is fantastic! The ground looks pretty good, too!

▲ We're going vertical! 'Scuse me, while I kiss the sky...

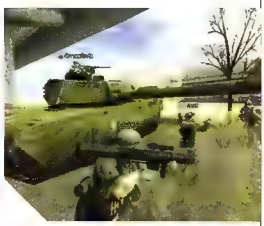
▲ If that water was any more real, this page would be soaking wet!

THE BUZZ

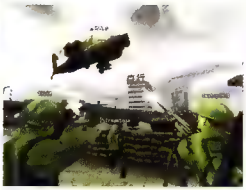
With its new Wingman Command and four modes of play, *AC5* will rule the skies.

GAME INFO | PUB EA | DEV DICE SWEDEN | TYPE ACTION | REL DATE FALL | MAX PLAYERS TWENTYFOUR | ESRB PENDING

▲ Looks like the Chinese could be going to war (or at least supplying an enemy with choppers.)



▲ Ahhh, our brave boys earning their stripes, each player taking a critical role as either an engineer, tank buster, or assault troop.



▲ Manning a .50 cal gun emplacement is about the best shot you've got of bringing down an enemy Hind helicopter.

▲ Headless fighting will get you nowhere — you'll need the communicators to be an effective fighting force.

ONLINE COMPATIBLE

BATTLEFIELD: MODERN COMBAT

The scale of online war just got bigger!

What a brilliant success story the *Battlefield* franchise has been so far. Swedish development studio Digital Illusions CE (DICE) was hardly setting the world on fire, but after buying development studio Refraction, it got a hold of a quirky WWI PC action game called *Codename Eagle*. Most of the PC gaming world blinked and missed the game, ignoring its low-rent production values, myriad bugs, and also intriguing new gameplay ideas.

Mired in the general sloppiness was the ability to travel on foot and in vehicles through the Russian campaign. Coupled with promised multiplayer functions not exactly, well, functioning, an opportunity was missed. But DICE recognized it was on to something, and Electronic Arts took a flier on the developers' next action game, *Battlefield 1942*.

▼ Word of advice: don't bring a pea shooter to a tank fight.

Congratulations, DICE, on your first bona fide smash hit. In the European theater WWII setting made popular by games like *Medal of Honor*, *BF1942* added the ability to jump into tanks, jeeps, planes, ships, static machinegun nests, and to run on foot, all online, all against your buddies, and all intuitively controllable.

Well, finally the PS2 is getting its roll in the hay with the *Battlefield* love machine. *Modern Combat* is, would you believe, the online multiplayer only — yes, online ONLY — take from the original studio, and is coming this fall crammed with a surprising array of features.

BFMC will let you fight with 24 players in team-based matches that focus on tactics and strategies, as well as mowing down the bad guys. *BFMC* promises full duplex VoIP headset support, so that the action can be carefully coordinated.

Though final modern-day settings have yet to be established, you'll find yourself in some — ahem — familiar hotspots, manning tanks and jets, as well as helicopters and personnel carriers. For close quarters fights, you'll have access to high-tech assault rifles and shotguns, as well as the latest in high-powered machine guns and sniper rifles.

Police actions throughout the world are all the rage right now, and it looks like a pretty explosive one is heading to your PS2 this fall from a team that's already proven to know online gaming.

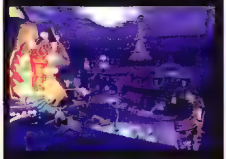
ROB SMITH

THE BUZZ

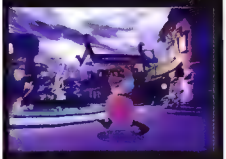
A smash hit gets the ONLINE ONLY PS2 treatment, bringing VoIP support to the party.

Three Thieves

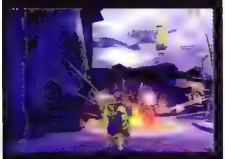
With the trio of Sly, Bentley and Murray all playable in *Sly 2*, you'll need to understand and balance their respective abilities to succeed.



▲ There's Sly's slinkiness in getting from place to place...



▲ ...Murray's sheer strength, which includes picking up and throwing things when needed...



▲ ...and Bentley's brains and bomb knowledge, in addition to a sleep-dart gun that dazes opponents.

GAME INFO | PUB SONY CEA | DEV SUCKER PUNCH | TYPE ACTION | REL DATE SEPTEMBER | MAX PLAYERS ONE | ESRB PENDING

▲ This screen shows two of the game's new features. First of all, the exclamation point above Sly's head means the enemy can hear him. Secondly, if you look closely, Sly's about to use his thieving stick to pick the guard's pocket!

ONLY IN PSM EXCLUSIVE

SLY 2: BAND OF THIEVES

You'll need all the thieving posse to get the job done

Wow, has it really been nearly two years since *Sly Cooper and the Thievius Raccoonus* came out? Though our masked bandit and his gang have had a lengthy rest, they're ready to return in a new adventure, *Sly 2: Band of Thieves*.

In what developer Sucker Punch calls a "thievier" contest — where it's more about being a thief than the original game's premise of becoming a thief — *Sly 2* goes beyond moving the title character around the landscape with support and advice from his pals. This time, you alternate playing as Sly, Bentley and Murray, using each character's best features to complete the series of big heists.

The sequel takes place a couple of years after the first game ended, so the gang is a bit older and wiser — though still wanting to get their hands on treasures. They set off to check out Clockwerk's parts, which have reportedly been moved to a museum, only to find that they've been snatched up by a gang called Claw. In Paris, they quickly pick up the trail of Claw boss, "Eurotrash lounge lizard" Dimitri, and the brand new exploits begin.

Being that some time has gone by, the notion is that Sly has had a chance to hone the skills that he had at the conclusion of the premiere quest, so he'll pick up with many of those same abilities already in his bag of tricks, such as the rail run and the spike jump. Similarly, the assumption is that you'll also be that much more experienced in controlling him, so you won't get the obvious guidance from the sparkly path as you did in the original. Just the same, there'll be plenty of challenges with subtle hints, as well as the collaboration that comes from each character's abilities. Some puzzles require a coordinated effort between the teammates, such as the section where you have Bentley fire a harpoon and rope toward Sly, who's parked on top of a building sign, then having the game switch your control over to Sly, so he can catch the rope and attach it to the sign, enabling it to be pulled down to... well, we'll have to leave some secrets for you to find.

Sucker Punch is hoping that this sequel will be more challenging — with more enemies that are also smarter and tougher to defeat — and play about twice as long as its predecessor. While the plans call for one heist per episode, the game will also feature some mini-games and a secondary path that for now remains a mysterious addition. **ANDY EDDY**

▲ India is one of the new, colorful locales Sly and the gang will go on missions in.

THE BUZZ

A big improvement is in *Sly 2*'s combat system, which is needed to get past foes.

▲ The enemies are much smarter this time. If they see you, they'll chase you throughout the level until you beat them. You can also cause a commotion to distract them.

▲ Some of the missions, or "tasks," will have players controlling one character, while another tags along to help out.

GAME INFO | PUB EA | DEV EA CANADA/AKI | TYPE FIGHTING | REL DATE SEPTEMBER | MAX PLAYERS FOUR | ESRB MATURE

▼ "I said step off! Don't be messin' with The Lord of The Bling, sucka!"

▲ "Now just hold still; I promise this won't hurt a bit... you can trust me... "

▲ Let me see... the cardboard's on the floor to... soak up the blood?

▲ Kicks are assigned to their own button this time around.

DEF JAM VENDETTA II

ONLINE COMPATIBLE

Fresh new shots of EA's hip-hop brawler

Just a few short days after you read this preview, we'll be getting our first hands-on with EA's *Def Jam VENDETTA* sequel at E3. To tide you over until we get back with our full gameplay impressions, we've managed to land some hot new shots of the game which, once again, prove that it's so much more than a simple wrestling title.

If you missed our world exclusive first look at the game last issue (and if you did, shame on you!), here are some details to get you up to speed. *DJV2* will feature multiple fighting styles, more than 70 characters, and new play modes, including inferno matches and fights where the only goal is to trash your opponent's ride.

EA also has big online plans for *DJV2*, which is being developed by the world's premier creator of wrestling games. We'll try to put a submission hold on the game's director to squeeze some more info out of him before our annual E3 report in the August issue of PSM! **RANDY NELSON**

THE BUZZ

It's a HOT stand-alone game, but we're dying to find out what the online plans are!

◄ This construction site sees an unusually high number of worker's comp claims. We wonder why...

Underground Fighting — For Real

The subway platform is just one of the many unique "venues" where you'll be able to dish out the pain against opponents. In case you missed our previous look at the game, the goal here is to actually toss your foe in front of a moving subway train!

Unfriendly Faces

The Getaway 2's graphics are better than the original's — especially when it comes to the faces. The overhauled graphics give the game an even more realistic look.

▲ The original game's facial graphics were pretty impressive at the time, with real-life actors playing the main characters.

▲ In *The Getaway 2*, characters' faces look even better and really enhance the cinematic qualities of the game. (They still don't seem to react much to punishment, though.)

GAME INFO | PUB SONY CEA | DEV SONY CEE | TYPE ACTION | REL DATE WINTER | MAX PLAYERS ONE | ESRB PENDING

▶ You can pick up the cop's gun after taking him out and then joyride around town in his car.

THE GETAWAY 2

A bigger and better trip into London's seedy underground

A few issues ago, we previewed the sequel to the distinctively British cinematic gaming experience, *The Getaway*, but now we know a bit more information. Like its predecessor, *The Getaway 2* showcases a realistic digital replica of London, in which players will immerse themselves in that city's criminal underworld. The game will feature multiple perspectives for the same story, and we now know that there are three playable characters instead of the original game's two, and their names are Eddie, Mitch and Sam. Each of the characters will play a role throughout the game's 22 missions, and the player's actions and decisions will determine how the story unfolds.

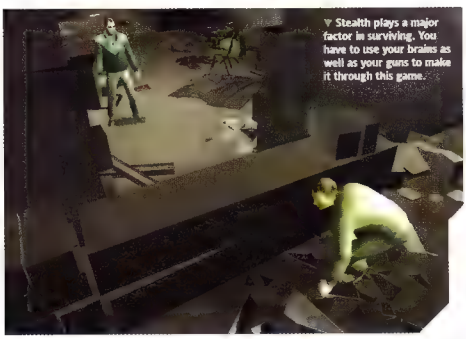
Sony's London studio hopes to produce more realistic characters this time around by using improved "Talking Heads" technology (the system that creates real-time facial animations and synchs the animations with the voice-overs) and implementing "rag doll" physics, which give characters more realistic death animations. Also, the on-foot and drving control systems have been altered to give players more control than in the first game, and the driving physics and the vehicles' damage models have been redefined.

While there will most certainly be a wide array of vehicles to steal and drive, there seems to be more of a focus on the on-foot portions of the game. As mentioned in the previous preview, stealth plays a large role in *The Getaway 2*, but based on these screens, there seems to be plenty of other on-foot action to be had as well, including shoot outs and hand-to-hand combat. And while we know the hand-to-hand portion of the game has been changed to include character- and location-specific actions, we hope the shooting portions — and the aiming system in particular — will also be revamped.

All of this action takes place in a realistic replication of London, and 17 new landmarks and city locations to explore throughout the game have been promised. Fortunately, you can now take your time to explore and admire the new locations in the free-roam mode.

Thus far, *The Getaway 2* is shaping up to be an improvement on the original in every respect. Hopefully we will learn more details soon.

JUSTIN CHENG



▼ Stealth plays a major factor in surviving. You have to use your brains as well as your guns to make it through this game.

▲ Cops work together to take you and any other criminals down.

▲ You don't just venture into London's criminal underworld — you quite literally have to travel through London's "Underground" subway system.

THE BUZZ

With improved graphics and gameplay, *The Getaway 2* is headed in the right direction.

TIME CRISIS: CRISIS ZONE

One of the best coin-op games comes home

GAME INFO | PUB NAMCO | DEV NAMCO | TYPE SHOOTER | REL DATE SEPTEMBER | MAX PLAYERS TWO | ESRB RATING PENDING

Light gun shooters have been around forever, but have admittedly grown a little stale. Luckily, the team at Namco wants to change that with its all-new *Time Crisis* offshoot known as *Crisis Zone*.

More interactive than even we could believe, *Crisis Zone* allows players to interrelate with just about everything in the environment. Windows, doors, personal items, metal bars, racks of clothing, and dozens of other objects can all be blasted and deformed with all sorts of specialized, high-powered weapons.

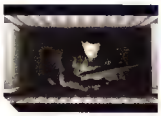
Of course, there are plenty of other aspects that players can look forward to as well. From the constantly changing selection of enemies to the list of unlockable game modes, Namco has been hard at work ensuring that this would be the biggest and most replayable *Time Crisis* yet. And remember: owners of two Guncon peripherals can have twice the fun. Expect to see it sometime this September.

JEREMY DUNHAM

▲ Almost anything can be interacted with, even the items in this sporting goods store.

THE BUZZ

Fans of the arcade con-up are in for some serious fun this September!

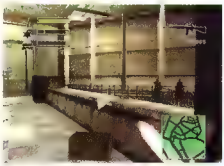


▲ The storyline in *Crisis Zone* is more than just filler; it sets up the premise behind each stage quite nicely.

▲ The original version boasted four different levels, but there's no word yet on how many the PS2 version will have.

▲ Shooting CDs right off the racks is more than just vandalistic fun; it can also increase your chain hit count.

A SEASON OF REVELATIONS.
SMALLVILLE
THE COMPLETE SECOND SEASON
The WB Presents
The Complete Second Season
With Heroic Special Features:
Deleted Scenes, Commentaries, Documentaries and Gag Reel
Own It on DVD 5.18.04
Watch new episodes Wednesdays
warnervideo.com
BULLET LOGO SMALLVILLE and all related characters and elements are trademarks of and © DC Comics. © 2004 Warner Bros. Entertainment Inc. All rights reserved.



▲ Need some extra aiming accuracy when moving around on foot? Zoom into first-person mode.

▲ Being a wheelman is a stressful occupation; thankfully you can take your pent-up frustration out on the environment.

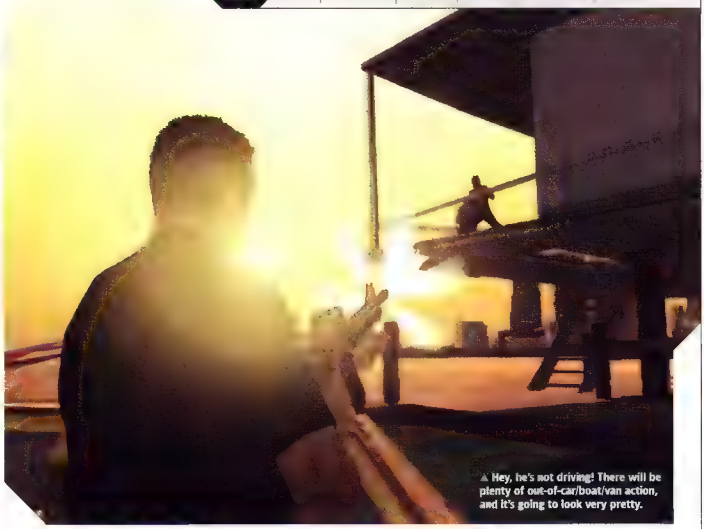
Drive Time

The "Film Director" mode has been enhanced and allows you to edit your own movie for cinematic effect, making the ultimate chase scene.

▲ The cinematic feel to the game is no coincidence. If you thought the editing controls found in the previous two *Drivers*' replay modes weren't deep enough, you'll be blown away by *DRIV3R*'s.

▶ This Tanner guy is one calm fellow. That, and he's evidently impervious to bullets. Hey, it's a game!

GAME INFO | PUB ATARI | DEV REFLECTIONS | TYPE DRIVING | REL DATE TBA | MAX PLAYERS ONE | ESRB MATURE



▲ Hey, he's not driving! There will be plenty of out-of-car/boat/van action, and it's going to look very pretty.

DRIV3R

It's almost here, but can it go toe-to-toe with GTA?

Infiltrating a car theft ring is no easy task, but a seasoned undercover cop on the Miami beat can handle it. Since Tanner's done this before in several U.S. cities, the cities of Nice and Istanbul aren't so far out of Tanner's jurisdiction.

The team at Reflections spent a lot of time creating diverse missions and realistic physics with highly destructive potential. Along the path of demolition, you'll have to judge whether to sneak around your target or run in, guns blazing. One sequence has you beating the clock to catch a truck, all while under heavy fire, while another scenario will require you to boat in undetected and blow up a building. Whatever the mission, there will be plenty of cars to smash up, since every vehicle in the game is jackable. Damage in each car is progressive, and when parts like fenders and doors come off, they stay on the street and can get in your way when you pass that way again.

While the *Driver* series has always been about style and authenticating the location, it never lets you down as a driving sim or run and gun action game. When you don't feel up to the challenge of the missions, you can cruise in the "Take a Ride" mode, where the cars are for the jacking, and some fun is to be had.

With stylistic renderings of each city and voice acting from Michael Madsen, Mickey Rourke, Michelle Rodriguez and Ving Rhames, there is a lot of power packed into the third installment of the *Driver* series. *DRIV3R* throws in the stylings of modern gangster films and a heavy Guy Ritchie influence, which avoids making the game another *GTA* wannabe. And if you want to be a filmmaker yourself, the game's "Film Director" mode allows you to tweak the angles and film speed on any action sequence. **ENID BURNS**

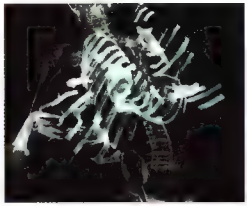
THE BUZZ

The original mission-based driving series keeps its style instead of going *GTA*.

GAME INFO | PUB NAMCO | DEV NAMCO | TYPE ACTION/ADVENTURE | REL DATE OCTOBER | MAX PLAYERS ONE | ESRB PENDING

Apparently Nina's been kind of hot ever since Namco started watching Kill Bill and other Sonny Chiba movies. Then again, that's what we've been doing, too.

▲ Namco has moved to both analog sticks for situations just like this one: where full 360-degree control can come in handy against groups of circling enemies.



▲ These X-Ray deathblows will, among other things, allow players to watch their opponent's ribs shatter into a million little pieces. Ouch.

▲ We have a feeling that Nina's poison mist will be a lot more useful in *Death by Degrees* than it was in the *Tekken* fighting games.

DEATH BY DEGREES

Tekken's hottest fighter gets her own MGS-style adventure

For those who loved *Tekken Force* mode in *Tekken 4*, this upcoming fighting adventure from Namco could be just what they've been waiting for. Known formally as *Death by Degrees*, but previously referred to as *"Nina,"* this all-new experiment in genre amalgamation has the prestigious honor of being the first in the *Tekken* series to stray away from head-to-head fighting

But that's not to say that *Death by Degrees* won't have combat maneuvers faithful to its source material. In fact, fighting with resident badass, Nina Williams, *Tekken*-style is what the game is all about. Whether players decide to unleash their can of whup-ass via old-school grappling holds, specialized throws, or poison mist is up to them; but rest assured, all of that stuff is in there. They can even grab melee weapons, like tonfa, katanas, and firearms, if the challenges get too hectic.

▲ Several aspects of the environments will be interactive and destructible, though how much remains to be seen.

Death by Degrees will stray away from the classic *Tekken* input style and implement the use of both analog sticks similar to *Rise to Honor* instead (and hopefully in better form). Additionally, gamers will be able to use what Namco is calling "On-screen X-Ray Vision" to pinpoint vital areas of their opponent for one-hit deathblows and extra painful damage.

Despite the reported hundreds of different moves that Nina can perform, however, properly maneuvering around in the shadows will be important as well. Borrowing its stealth elements from award-winners like *Metal Gear Solid* and *Splinter Cell*, *Death by Degrees* will encourage Ms. Williams to take out her enemies Solid Snake-style in certain situations and even require her to steal her opponent's fingerprints to access secret areas. Now that's pretty cool!

But what we really want to know is "How many other *Tekken* characters are going to be in it?" While Namco has yet to confirm the presence of any of them outside of Nina just yet, we'd be hard pressed to believe that her scheming sister Anna won't make an appearance — even if it is just to slap around like in every previous *Tekken* installment.

We're interested to see where *Death by Degrees* is headed. If executed properly and supported with the right mix of combat to storyline, this could be one of the premier adventures of the year. **JEREMY DUNHAM**

THE BUZZ

Hopefully, the analog-based fighting system will be a step above the one in *Rise To Honor*.

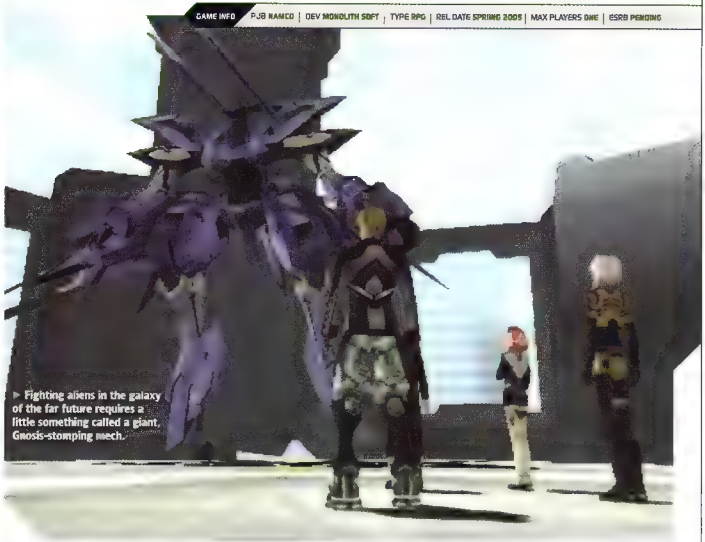
Extreme Makeovers

Things are changing for *Xenosaga: Episode II* — among them the battle system, but more noticeably character models. Check out Shion's before and after shots from *Episode I* to *Episode II*. Her cute, nerdy, Mensa-member look from the PS2 original may have fanned a few fanboys' fires, but her new look should definitely rocket her to the top of the otaku pinup list.

▲ Before...

▲ After!

GAME INFO | PUB NAMCO | DEV MONOLITH SOFT | TYPE RPG | REL DATE SPRING 2005 | MAX PLAYERS ONE | ESRB PENDING



▶ Fighting aliens in the galaxy of the far future requires a little something called a giant, Gnosis-stomping mech.

XENOSAGA: EPISODE II

Namco's epic space drama continues!

Xenosaga: Episode I, which released over a year ago, was a bit of an odd bird. A sort of prequel to Squaresoft's fan favorite, religion-heavy, sci-fi-tinged RPG, *Xenogears*, on PSone, *Xenosaga* had a lot to live up to. For those who relish a good storyline and interesting characters, it succeeded. After all, a game that packs in numerous, lengthy cutscenes in between dungeons can't be all filler on plot. On the flip side, for those who longed for more substance to back up their RPG's style, *Xenosaga's* cumbersome battle interface and slow-paced dungeon crawls weren't enough to inspire them to piece through the game's heavy-handed themes. But everyone agreed that this was merely *Episode I* in a series projected to run at least six chapters long, and that usually means that things are just warming up.

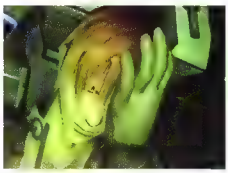
Which brings us to *Xenosaga: Episode II*. Not merely a visual recycling of the PS2 original, the team at Monolith Soft has seen fit to give the entire cast of characters extreme makeovers. The game's lead character, the formerly bespectacled youthful scientist, Shion, is no longer sporting giant manga-style eyes or an anime-sized noggin (as endearing as they were). Instead, the team has opted for much more life-like character models (though still with a twinge of anime), which is apparent in the screens on this page. The returning cast, including the female android KOS-MOS and the mysterious Jr., all look more like real people. This approach carries over into the game's environments, which will encompass weather changes that include natural elements like rainy skies, snow-covered plains, and even running rivers.

Episode II's storyline will also require players to bone up on their *Xenosaga* backlog in that it continues immediately where *Episode I* left off — philosophical questions intact. Namco has yet to divulge much more information on the plot, other than the vague promise of giving players a chance to unravel some of the original game's mysteries. Want to find out why Jr., a mere child, wields so much power and has so much knowledge about a powerful organization in the game? What's the deal between Shion and her brother, Jin? Where's mankind headed in its fight against the hostile Gnosis? It's difficult to say if all these questions will be answered in the next installment, but it's a good bet that many of them will. With a release date that's still a long way off, expect plenty of information to be revealed about *Xenosaga: Episode II* in upcoming issues **FRANCESCA REYES**

▲ Both Shion (left) and KOS-MOS (right) have undergone drastic visual changes to make them more realistic-looking.

THE BUZZ

Only time will tell what changes Namco makes under the game's glossy exterior.



▲ Who's the new guy? You'll have to wait to find out.

▲ Jin, Shion's older brother, becomes a playable character for *Episode II*.

GAME INFO | PUB NAMCO | DEV NAMCO | MAX PLAYERS ONE | RELEASE DATE FALL | ESRB PENDING

DEAD TO RIGHTS II: HELL TO PAY

Jack Slade is back in *Dead to Rights II: Hell to Pay*. Accompanied by his trusty K-9 unit, Shadow, Jack's return is marked with the same classic elements that made him rock in the first place.

Plus, Slade can now take control of heavy artillery cannons, like shoulder-mounted RPGs and mini-guns, in addition to a bevy of melee weapons like machetes, swords, and baseball bats. Other cool extras, like the improved fighting mode, better interaction with Shadow, and slow-motion driving system, should please returning fans as well. JEREMY DUNHAM

THE BUZZ
This somewhat unexpected sequel continues to impress on all levels.

▶ **Slade has over 13 new disarm moves to help him put the kibosh on Johnny Lowlife. That's well over 25 in all.**

▼ **The gun battles are just as spectacular as ever.**

GAME INFO | PUB SONY CEA | DEV SONY CEA | MAX PLAYERS ONE | REL DATE FALL | ESRB MATURE

▲▶ **This time around, players will need to fight alongside other lead characters, employing stealth and team tactics to outwit enemies.**

THE MARK OF KRI 2

More playable characters, a larger game world, and an emphasis on teamwork are just some of the new features action/adventure junkies can expect from the sequel to *The Mark of Kri*. The game introduces a second playable character, Tati, the younger sister of the first game's returning hero, Rau.

The story spans a game that's expected to be as much as three times larger than the first, and covers events that transpired 10 years before and after the original. Tati will be able to blend into the environment and see through the eyes of the dead to scope out uncharted territory. Some levels will also have multiple characters working together to attack the much smarter enemies. RANDY NELSON

THE BUZZ
If the level design and visuals can be kicked up a notch, this title could be a treat.

GAME INFO | PUB BANDAI | DEV AKI | MAX PLAYERS FOUR | RELEASE DATE JUNE | ESRB T|EB

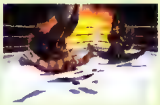
GALACTIC WRESTLING FEATURING ULTIMATE MUSCLE

With Bandai's *Ultimate Muscle* franchise doing so well on Nintendo's GameCube last year, it was only a matter of time before the top brass decided to bring an all-new version to the PlayStation 2 as well. Luckily, Bandai and Aki have teamed up once again for the all-new interstellar grappling title, *Galactic Wrestling*.

Though similar to the Nintendo version, this PS2 version sports all sorts of new features and additions. Not only does it more than double the amount of playable characters, from 20 to 48, and implement the long-needed ground grapple feature, it also adds a series of new animations in accumulation with extra play modes and a streamlined super-move system. Look for it sometime this June. JEREMY DUNHAM

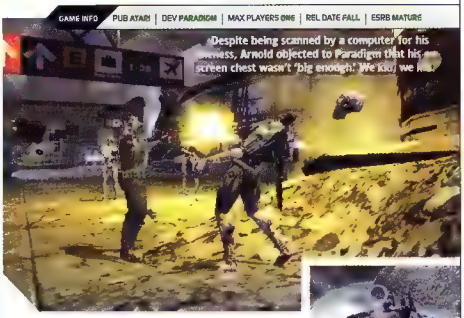
THE BUZZ
The grappling system should make for a fun "wrestling" game.

◀ **Unlike the *GCN* title that came out last year, *Galactic Wrestling* allows players to dish out punishment on the ground as well.**



▲ **Part of what makes *Galactic Wrestling* so appealing is its crazy super finishers, like this one.**

GAME INFO | PUB ATARI | DEV PARADIGM | MAX PLAYERS ONE | REL DATE FALL | ESRB MATURE


Despite being scanned by a computer for his likeness, Arnold objected to Paradigm that his screen chest wasn't "big enough." We kid, we kid.

TERMINATOR 3: THE REDEMPTION

▶ **Endoskeleton Terminators storm the truck, but can be kicked off.**

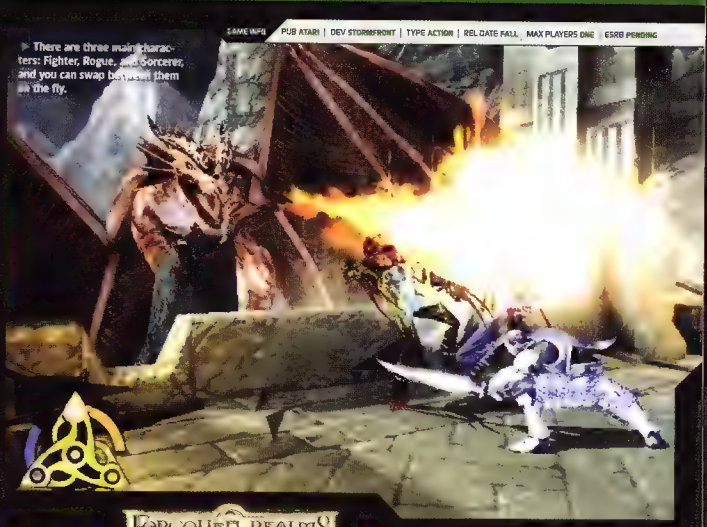
Paradigm Entertainment acquired the rights to work on a game based on the latest *Terminator* film, and a recent trip to their development house reveals that the work is progressing well. Arnie's visual likeness is in place, and his unmistakable accent punctuates animations as he grabs rival Terminators, decks the T-X, and tells John Connor about the horrible events to come.

The story loosely follows that of the film, but the producers at Paradigm came to an agreement with C2 Pictures that allows them to expand upon the *Terminator* universe. Expect new vehicles, enemy machines and lots of gunfire. DOUG TRUEMAN

THE BUZZ
Hopes are high that this *T3* game will be better than the previous one.

Multi-character Vs. Multiplayer

Stormfront is currently devoting all of its efforts to crafting a superlative single-player experience, but there's a chance that they'll have time to add in some multiplayer goodness. If they do, it'll take the form of some sort of arena mode, as the single-player levels are strictly designed for the solo player.



There are three main characters: Fighter, Rogue, and Sorcerer, and you can swap between them on the fly.

GAME INFO | PUB ATARI | DEV STORMFRONT | TYPE ACTION | REL DATE FALL | MAX PLAYERS ONE | ESRB PENDING

FORGOTTEN REALMS DEMON STONE

Forget Lara Croft: The two lowers in Stormfront's latest may make you do just that.

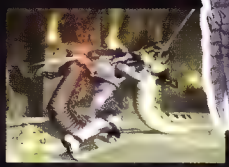
This third-person actioner is actually part of the *Dungeons & Dragons* universe, which gives it an almost old-school feel. However, it combines this with some very cool next generation touches. For example, three player characters' jobs and skills are stereotypical: the Fighter is a "tank" who excels at melee combat, the Sorcerer is frail, but wields devastating offensive magic, and the Rogue is all about stealth and very cool sneak attacks.

Now for the next-gen bit: you control all three characters at once. More accurately, you can switch from one character to another and back at any time during gameplay, even in the heat of battle. The AI drives the two you aren't controlling, and it's smart enough to keep them fairly healthy and even help you along: the sorcerer will heal you occasionally, and if you're sneaking somewhere with the rogue, your companions will try to stay out of sight.

In practice, this enables some fresh gameplay variety. In one level we saw, we were infiltrating a summoning ceremony. The fighter was chopping down hordes of reptilian Yuan-Ti snakemen, then the rogue slipped away to dispatch the guards on a balcony and disable a machine used in the summoning. She succeeded too late, so the sorcerer took center stage and started skeet shooting incoming demons with blasts of lightning. Our demo drew to a close as a giant demon seemingly made of lava arrived — we can't wait to see what happens next. ERIC BRATCHER

The rogue is one of the quickest characters in the game, thanks to her stealth prowess and some wicked stealth kills.

The plot is written by prolific fantasy author R.A. Salvadore, and involves a war between the undead Githyanki and the lizard-like Slaad.



Check out the massive detail on this Iron Golem's character model.

Dating tip #27: Snake men HATE the hokey-pokey. It's that bit about "put your left foot in" that gets to them.

THE BUZZ

Developer Stormfront rocked *The Lord of the Rings* and this has more gameplay variety.

Many traditional D&D enemies will show up, like these Bugbears.

GAME INFO | PUB KONAMI | DEV KONAMI/YUKES | MAX PLAYERS TWO | RELEASE DATE FALL | ESRB PENDING

RUMBLE ROSES

We now have some new gameplay screens of the newly titled *Rumble Roses* (formerly known as *WWX: Rumble Rose*), and the game looks even better than it did before. Contrary to popular belief, *Rumble Roses* is about more than just the gimmick of having an entire federation of women wrestlers. This game is about wrestling,

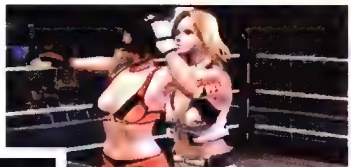
THE BUZZ
It's a wrestling game that features gorgeous women. We can't wait to play this one.

and now we get to see some of it in action.

The more we see of this game, the more promising it looks. Expect to learn more about *Rumble Roses* as it becomes available. **JUSTIN CHENG**

▶ **The girl in the chaps appears to be going for a full nelson slam.**

▼ **There's lots of fan service in this game, but there's also lots of wrestling... no, we mean it...**



GAME INFO | PUB ACCLAIM | DEV ACCLAIM AUSTIN | MAX PLAYERS TWO | REL DATE SEPT. | ESRB PENDING

▲▶ ***The Red Star*** **is packed with eye candy. Check it out now, because you might not have time to appreciate it during the continuous assault after the game comes out.**

THE RED STAR

***The Red Star*, originally an Archangel Studios comic, will deliver PS2 owners hard-core action. The story, which centers** on the warring URRS (an "alternative Russia") and features weapons-, melee- and sorcery-based combat, smoothly evolves through in-game dialogue and cutscenes, and delivers relentless gameplay.

In a style reminiscent of old-school scrolling action games, such as the *Contra* series, *The Red Star* is packed with myriad enemies and attack craft, all pouring lasers, gunfire and other hazards in the path of Kyuzo, Makita, and Maya, the game's varied playable characters. The 3D game will support single-player battles, as well as a two-player cooperative mode in which the on-screen protagonists can team for more powerful attacks. **ANDY EDDY**

THE BUZZ
Christian Gossett is on board, to insure the game's integrity with the comic.

GAME INFO | PUB ATLUS | DEV ATLUS | MAX PLAYERS ONE | RELEASE DATE FALL | ESRB PENDING

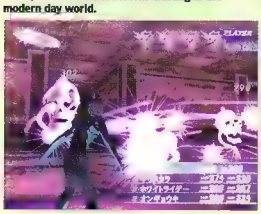
SHIN MEGAMI TENSEI: NOCTURNE

Hardcore RPG fans have been begging Atlus to bring this quirky RPG, very similar to its *Persona* franchise, over to the states, and that wish is finally coming true. It has a clean, almost retro-anime art style, which contrasts interestingly with some very dark subject matter. Humanity has been almost wiped out by a strange, supernatural disaster called The Catastrophe, and demonic armies — including you, because The Catastrophe turned you into a half-demon — are fighting for control of what's left.

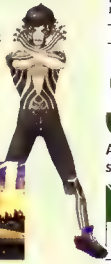
THE BUZZ
Dark subject matter and deep gameplay should make this one a winner!

Gameplay has an almost *Pokemon*-with-demons feel, and a deep, turn-based battle system, which rewards smart strategy with extra turns. There's even a bonus enemy who can become an ally: Capcom's Dante! **ERIC BRATCHER**

▼ ***Nocturne*** **is part of Atlus' *Shin Megami Tensei* series, which is about demons existing in the modern day world.**



▶ **Shin's ready to kick some demon butt.**



▼ ***Devil May Cry's*** **Dante was added in an updated Japanese re-release, and that's the version we're getting in the U.S.**

GAME INFO | PUB NAMCO | DEV EUTECHNYX | MAX PLAYERS FOUR | REL DATE FALL | ESRB PENDING

▼ **Ever since Namco picked it up from 3DO, *SRS* has been starting to look a bit like *Need for Speed Underground*.**

▲ **Like in other street-racing games, expect a lot of imports to choose from that you can modify with a plethora of after-market parts.**

ONLINE COMPATIBLE

***Street Racing Syndicate* gives players a chance live out their street-racing fantasies without having to leave their homes.** A variety of licensed cars can be souped-up and raced on the streets of L.A., Philly and Miami, where money, pink slips, respect, and more are on the line. And earnings are not just used to buy new parts or vehicles — just like in real life, it costs money to make repairs if you damage your car during the races. Players are even given the freedom to break away from races if they need to escape from the cops. Add in online play, and you have an exciting new entry in the street-racing genre. **JUSTIN CHENG**

THE BUZZ
With online play and a more realistic take on the genre, *SRS* looks very promising.

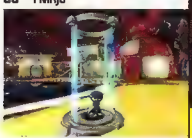
STRATEGY

86 Final Fantasy XI

82 RE: Outbreak

CODES

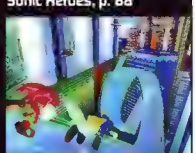
88 Fugitive Hunter
88 GameShark Codes
88 I-Ninja



88 MLB 2005
88 MX Unleashed

84 PSM Challenge
88 Sonic Heroes
88 Terminator 3

Sonic Heroes, p. 88



Terminator 3, p. 88

RESIDENT EVIL® OUTBREAK

Tired of being zombie-bait? We'll get you out with a bang!

▸ Choose your character carefully. Complimentary talents can make your online team much more effective.

BASIC SURVIVAL

Run Like Hell

Probably the most important thing to remember in *Outbreak* is to keep running. Although there are a lot of special items to find, this isn't exactly a game that rewards exploration — you simply can't carry that much stuff. The longer you hang around, the greater the chance some nasty critter is going to show up and gnaw you a neckhole. Do what you have to do, then get out of there.

Zombie proof is in the pudding

There are brief times when you can't be hurt, including while you're going through doors, pushing objects, and climbing onto surfaces. This can be handy if you're getting outnumbered and overwhelmed.

Why don't they just teleport away?

For the first three scenarios, your AI companions will only really take damage if they're in the room with you. Thus, leaving them behind can actually save them a lot of pain and save you a lot of hassle. And don't worry — they'll always miraculously appear when the storyline says they need to be there.

Attack of the Mule-bots

One thing your companions are good for is hauling extra stuff, so give them ammo and extra healing items. They might get hurt and use them on themselves, but if you take advantage of moving fast and leaving them behind, this shouldn't be a huge problem.

MapQuest

The map tells you where weapons, health items, and other important stuff can be found, especially if you're controlling the whine-master Jim, whose special ability is Item Finder. Check it often.

Flight Club

Although combat is inevitable, enemies can often simply be run past or dodged around, and often this is better than trying to wipe them out. Especially with small, hard to hit enemies (i.e. leeches), you're better off not wasting the time and ammunition.

▼ The most important phrases you'll use are "This way" and "Help", but the contextual comments are interesting, too.

<< YOU BEGIN THE SCENE WITH A TYPICAL NIGHT AT J'S BAR, WHEN SUDDENLY, THE APOCALYPSE COMES KNOCKING >>

CHECK YOUR HEAD

There are eight playable characters from which to choose in *Resident Evil: Outbreak*, and there actually are a few differences between them. Online, it helps to choose a character whose talents compliment the skills of other players.

Cindy

This golden-haired lass wears a waitress outfit, but it might as well be a nurse's uniform. Because you have and can carry more herbs, make sure you keep everyone in your party healed as best you can. She's not at all offensive, but if you master the timing of her special ability Duck, she can prove to be tough for the zombies to bring down.

Mark

Mark is essentially a tank in this game, capable of repelling attacks not only with guns like the one he has from the very beginning, but also using club-like melee weapons like a steel pipe or a wooden mop. His special attack does great damage with these items, though he will go through them rather quickly.

Kevin

Kevin is a fairly well-rounded character, whose Kick and Take Pot Shot abilities make him an offensive threat. Like Mark, Kevin begins the game already carrying a handgun, which is nice. However, because it uses .45 Auto bullets, you may want to swap it out with the more common, garden-variety handgun, whose ammo is easier to find.

George

Like Cindy, George is primarily a healer. Your role is to keep everyone healed, and make as many new medicines as you can. Predictably, George and Cindy can compliment one another well, provided the supply of herbs holds out.

Jim

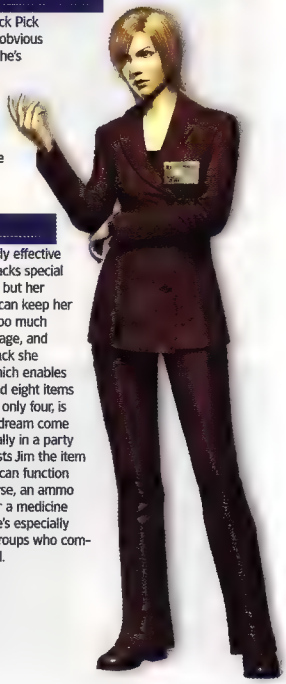
He's annoying, but Jim's special abilities: Play Dead and especially Item Search, which reveals the locations of every item in a room, make him a perfect starter character. In a group, you're the gopher. Make sure you collect all the items in a given room and keep your co-adventurers well stocked with ammo, medicine, and unique items like the lighter, an iron bar, or keys.

David

David is a fairly advanced character, but because he carries a toolbox that enables him to literally create weapons or fix broken devices, he's very useful to have around. His Continuous Knife Attack ability is helpful as well.

Alyssa

This journalist's Lock Pick ability is her most obvious asset. Otherwise, she's unremarkable, possessing a special defensive ability in Back Step and one offensive skill in Take Pot Shots.



Yoko

Yoko is a deceptively effective character. She lacks special offensive skills, but her Escape ability can keep her from taking too much cheap damage, and the knapsack she carries, which enables her to hold eight items instead of only four, is an absolute dream come true, especially in a party that also hosts Jim the item finder. Yoko can function as a packhorse, an ammo dump, and/or a medicine woman – she's especially effective in groups who communicate well.

SCENARIO ONE: OUTBREAK

The following is a quick run through the Easy/Normal mode of Scenario One, just to get you thinking like a *RE: Outbreak* player, along with the noteworthy sub-goals or other fun point of interest. It wont' find you 100% of everything, but it'll get you acquainted with the scenarios, and ready to track the other stuff down on your own.

Note: the locations of items are sometimes shuffled around a bit from one playthrough to another, but they're always in the same general area. If a gun or key isn't where we say it is, look where other items like knives or bottles usually are, and you'll track it down.

Last call

You begin the scene with a typical night at J's Bar, when suddenly the apocalypse comes knocking. The general idea here is to get the hell out of town, and the longer you take, the more zombies are going to show up.

▲ **Barricade the door and find the key to the Staff Room stat! The race is on.**

I just became an employee

Your first problem is getting out of the bar. Push over the barrels under the front window to barricade the front door, grab the handgun off the bar, then head around behind it and grab the Staff Room Key. Use the Staff Room Key to open the door next to the kitchen area (if you're using Alicia, you could just use her lockpick), and head up the stairs, fast. Watch out for the window at the top of the stairs — you could get grabbed and pulled through it to your doom.

▲ **Using the board and nail gun to blockade the door is a great idea — but wait until all of your teammates are on the right side of the door first.**

▲ **The wine storage area is narrow, but there's still plenty of room to evade attackers and save your ammo for when you really need it.**

Time for some reading

Upstairs, head straight for the Staff Room, grab the Nail Gun off the desk, and use it on the boards found next to the door to build another barricade. There are goodies in some of the surrounding rooms, so look around a bit if you like. Grab the newspaper off the coffee table in the TV area, and underneath is the Key with Blue Tag. Swap it for the paper. The Blue Key opens the stairwell across from the Locker Room — move up those stairs!

A forklift in the road

The door to your right as you enter the 3F Liquor Room leads to the Wine Room. On the table near the back of the room is the Forklift Key — grab it. Head back out, run to the far end of the room, and activate the forklift, then climb the ladder to the right and crawl over the tops of the shelves to the ventilation duct on the far side. After emerging from the vent, run up the stairs, grab the Storage Room Key is you like, and go through the door to the roof.

Crows are annoying

Your main goal here is a section of weak fence just across from the Storage Room door. Shoot or bludgeon it (or, if you're Kevin, kick at it), until it collapses, then climb up and run along the edge of the roof. Hit the action button to jump across and run across the next roof and enter the Apartment top floor. Take the elevator down, run to the intersection and turn left (zombie alert!). Go through the door at the end.

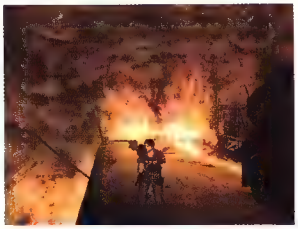
Squad(car) tactics

Immediately run across the street to the back end of the police car and push it forward to form a barricade. You can then climb onto the hood of the stationary car and down on the other side, where there's a street map on the car's side view mirror (why? Eh...). If you like, run up the street to the second set of squad cars. There's a shotgun in the trunk of the stationary car.

▲ **Pushing the car on the left forward will force the zombies to crawl under it, slowing them down.**

Light 'em up

The NPC cop is going to be busy breaking down the fence door, so keep him safe. After the cutscene, get the cop's lighter. Then, of course, all you have to do is run up the slope, open the valve on the tanker,



⚠ It's not immediately visible, but you can climb down the ledge on the left.

⚠ Hop back inside the police van and load up — there's some shooting to be done.

find a dry spot of pavement, and use the lighter. The tough problem here is keeping both companions alive after the fire has been set — you have to make sure both of them are well away from the fuel spill. Try running to the far corner and calling them.

Late night swim

After the cutscene, hop down off the pavement into the culvert off the left side (or for a laugh, you can stay up top until the tanker explodes — it will kill you and end the game, but believe it or not, this is a requirement for getting 100% of the scenario). Enter the drain opening, then head down the tunnel to a ladder, and you come out in front of the Apple Inn. Head up the street and use the action button on the cop.

Van-tastic carnage

Climb back into the police van and stock up on anything you need, healing your companions if needed. Run past the van to a set of stairs, and follow them to the top where there's a pedestrian bridge. At this point, if you have both companions, you can just turn around and head back to the police van, talk to the cop, and end the scenario. If you only have one survivor (or none), cross the overpass and take the stairs down to the street.

Here's the trick: pick up the detonator and detonator handle, sitting on the near side of the street and by the cop's body on the far side of the street, respectively, then combine them and find the dead cop in the middle of the street. Use the assembled detonator on the explosive case next to the dead cop, and voila! Thus endeth the Scenario.

When you see a doomsday scene like this, the end has to be near, one way or the other.

SideQuest: What about Bob?

Bob is the older guy who can't quite stand up in the bar at the beginning. As an optional sub-quest, you can get your shoulder under him to support him, then bring him with you.

When you reach the forklift in the 3F Liquor Room, leave him there. After you exit the ventilator, go down the stairs and open the shutter door at the bottom. This leads back to the Liquor Room, where you can get Bob. Then it's up the stairs and out onto the roof — shortly after that, you won't have to worry about him any more.

You plan on playing in the real world?

A real college degree, focused on advancing technology. Available on campus or online. Learn More. www.uat.edu or 800.658.5744

University of Advancing Technology
UAT
Learn. Experience. Innovate

TAKE THE PSM CHALLENGE!

RULES You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on July 1st. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (non-returnable) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries! This contest is open only to readers living in the United States, age 18 years or older. PSM reserves the right to substitute prizes of equal or greater monetary value, if necessary.

SEND YOUR ENTRIES TO:
PSM June Challenge #
(the challenge you're entering)
c/o Future Network USA, 150 North Hill Drive,
Brisbane, CA 94005.

THE CHALLENGES

Challenge #1: RE Outbreak
We've shown you a few alternate outfits, but there are still more. Find at least two, and send us proof that you found them and an explanation of how you got it.

Challenge #2: NBA Ballers
Take your player to the top of Rags to Riches mode and send in pics of your crib, your player, and anything else you think cements your status as the baddest baller.

Challenge #3: FF XI
Level your character up to level 50 or higher and show us your character selection screen with the character's level clearly legible. PS2 players only, please.

THIS MONTH'S PRIZE PACKAGE

Samurai Warriors game
Hitman: Contracts game
Siren game

FEBRUARY WINNERS

Maximo Vs. Army of Zin
Antwan Benard, Detroit, MI
EQOA: Frontiers
Ben Flint, Jonesville, MI
Sonic Heroes
Josh Houdek, Parma, OH

The single greatest skill separating the hardcore from the amateurs in FFXI is the use of macros. They're a pain to program, but they're absolutely critical if you want to be a good party member.

FINAL FANTASY XI

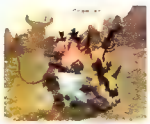
Livin' la vida Vana'diel!

BASIC TIPS

Talk costs time, not talking costs money
If you're feeling a bit aimless, be certain to speak to each and every NPC you come across. It's time consuming, but they're the ones issuing the quests. Also, some quests are unlocked only after you reach a certain level of fame, so don't be a stranger.

Look before you leap
Two enemies may look identical, but be very different in terms of level. Always run Check before attacking something, or just resign yourself to dying a lot.

Sort your groceries
Sort your items regularly. The CPU doesn't manually combine multiple instances of the same item. Thus, if you're carrying seven Rarab tails, it counts it as seven items. But if you auto-sort, it'll combine all those multiples into one big pile, taking up only one precious inventory slot.



Crawler calculus is worth quite a bit to the right person — make sure you have room to carry it.

Netiquette in Vana'diel
You wouldn't know it from people's online behavior, but it's considered impolite to examine fellow adventurers using the Check command without asking their permission first. Also, you'll notice that one of your macros is preset to "Thank you!" Use it often, especially when someone offers you random assistance on the battlefield.

The keyboard is the key
You absolutely need a keyboard. Period. The first time someone walks off because they think you're being antisocial when you're actually still typing on the onscreen, virtual keyboard is kinda funny. The 200th time, it's old. And forget about talking to your party without one.

Enemies, like player characters, vary greatly in level from one individual to another. Always run Check before tackling a monster to avoid a nasty surprise.

PARTY ANIMAL

While it's possible to play *FFXI* solo, the real meat of the game and the biggest thrill comes from joining up with other adventurers and slamming some wrath down on the beasties. However, finding a party isn't always easy. Here are a few basic tips to make you a more valuable, sought after team member.

Don't be a dumbass
Stay away from the emote commands unless they legitimately add to the experience, especially if you're just being lewd. Nobody needs to read "Kingdork grabs Ladyfine's jubblies". It's annoying, distracting, and not nearly as funny as you might think it is.

Check the numbers
Everyone in your party should be within one or two levels of one another. For example, if one person is level 12, everyone else should be 10-14, if not 11-13. If not, the higher level member will get most of the XP.

Know your role
This is a big one. Each job has a role in a well-balanced party — know yours and stick to it. This means warriors constantly cast Provoke to keep the monster attacking them and not the casters. Damage dealers like monks and thieves keep slugging, white mages keep healing, and black mages keep casting damage spells. The first time a bored white mage tries to run up and tag the monster with his staff, you'll have a dead mage and a broken party.

Know when to say when
By the same token, there are a few times when you might need to cool it and do nothing, especially as a mage. A monster will attack whichever party member it "hates" the most, and if your warrior isn't using Provoke frequently, it may decide it hates one of the mages more. If this happens, the mage should disengage immediately and the other party members, especially the tank, should try to intercept the creature and redirect its hate to more durable members.

Have a plan or have a funeral
When you first form a party, take a moment to get a game plan. Choose a "puller" to get the monster's attention, decide who is healing whom, and make sure the puller has a macro set to point at the new target ó this keeps the party from choosing two targets at once and getting split in two.

Chain of fools
While it's great to quickly go from one battle to another, getting chain XP bonuses, don't be too hasty. If your casters are down or if anyone needs healing, pause. The XP bonus isn't great enough to overcome the XP loss if you die.

Chain of cool
When you get really good, your party may want to consider putting together "Renkei" skillchains, which are special attacks in which melee members use their special abilities in succession for a damage boost. Mages can get into the act, too. Renkei and Magic Bursts are difficult to discover and time, but well worth the effort.

Get in gear
Always strive to make sure you're wearing the best possible armor and using the best weapons and spells your level can handle. A level 17 warrior still swinging the default weapon and wearing default armor is doing his or her party a disservice. Plus, you'll die a lot.

Mrs. Kilistuff's Eighth Grade Class began their field trip smiling, unaware that one of their number would soon be taken in a tragic Dhamel-dung scooping accident.

MACRO-LICIOUS

The single most important thing you can do in *Final Fantasy XI* is learn to program your macros. This will enable you to issue a wide range of critical commands with a minimum of effort and confusion, which is not easy during a pitched battle, especially with a large party and/or multiple enemies.

There are a few macros programmed in already, accessible by pressing the shoulder buttons.

The first thing you should do is write macros to trigger your special skills. For instance, one of the first things we did with our monk was create the following macro:

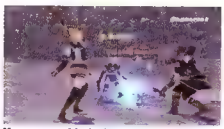
/ja Boost <me>
/wait 15 seconds
/echo Boost ready!

This macro triggers an oft-used Job Ability (ja) — incidentally, the word Boost needed to be capitalized in order for the CPU to recognize it — then counted down the seconds (up to 20) until the ability was recharged. Finally, the last line tells the CPU to alert us — and only us — when the ability can be used again.

Macros are useful throughout the game: Warriors can create a macro for their provoke skill, Thieves can create one for sneak attack, etc. However, the single, most critical use for a macro has to be for White Mages. Targeting in this game is tough, especially in the heat of battle, and that makes keeping your party healthy tough. Unless, of course, you create a macro like this one:

/ma Cure <stpc>
/p Now casting Cure on <lastst>

This enables you to use a Magic Ability (/ma) like Cure on the selected player character (hence the <stpc>). Which means, in this case, that you select whom to cure by clicking a name in the party list on the lower right of the screen, not by trying to select them on the actual battlefield. It's a lifesaver — literally. By the way, the second line is also crucial because it tells your party what you're doing, so



Macros are critical when you're battling as part of a party, unless your enemy is vastly overpowered. In that case, man up and find tougher prey!

PSM

Talk Back: Maximum Macros

We're serious: macros make or break both this game and your skill as a player. In fact, we'd like to ask you this favor: when you find a great macro that you think makes Vana'diel a better place, tell us about it in an email to psm@futurenetworkusa.com. We'll check it out, and share it with everyone in a future issue of PSM!

FULL SAIL
Real World Education
Game Design & Development
Bachelor of Science
Degree Program
Associate of Science
Bachelor of Science
Degree Programs
School of
Computer Animation
Digital Media
Entertainment Business
Film
Game Design & Development
Recording Arts
Show Production & Touring
800.226.7625
fullsail.com
If you're serious about your dream, we'll take your dream seriously.
3300 University Boulevard
Winter Park, FL 32792
Financial aid available to those who qualify • Job placement assistance
Accredited College, ACCSCT

nobody else worries about curing that person. And if we were casting Cure II, it would need to be in quotes because it's two words.

There are more macros possible than we could possibly list here, and they become more useful as you get better. For instance, they're an excellent way to communicate with other players by pointing at potential targets, warning of a possible Oversouled (Aggro) monster, telling someone you're blushing (using "emote" commands), or coordinating a Renkei skillchain attack. Check around online, read the manual, and talk to other skilled players to see what types of macro they favor.

CODES

I-NINJA
Big Heads
Hold L1, △△△, Release L1, Hold L1, △△, Hold L1+L1, △○△

Complete Current Mission
Hold L1, □□□○, Release L1, Hold L1, △△, Release L1, Hold L1, □□

Sword Upgrade
Hold L1+L1, ○□○△△□○□

FUGITIVE HUNTER
Make many enemies on the Afghanistan-Pakistan Border mission into Osama Bin Laden
Press START to pause,
○○○□□□R1

TERMINATOR 3: RISE OF THE MACHINES
From the main menu, choose Options, then Cheats and enter the following:

Unlock Centipede
○○○□□△○

Unlock Missile Command
○○○□□□××

50% More Health for TX in combat
□△□△○×○×

50% More Health in combat w/ TX
△△□×○△□○

All Future Weapons
×××△○○□×

All Past Weapons
○○△□×△△□

Automatic Mission Complete
□□△○○×□△

Every fight is against TX Endoskeleton
△□△×△△△△

Invincibility
□□×△×○×○

Quadruple Damage
△△△△□×○□

Unlimited Ammunition
×△△△×○×□

SONIC HEROES
Metal characters
Hold ×+△ after selecting a level in the 2-player mode

MLB 2005
Super Pitch Speed
↑↑↑←←←←→

Super Pitch Break
→←→←→←↑↑

Super Six Pitches
↓↑↓→→→→←

Big Ball
↑↑→←↑↑→←

Fast Run
←→←→←→↑↑

Slow Run
→←→←→←↓↓

Beans
→→→→→→←↓

Black and White
↑↑↓↓←→←→

Big Head
←→←→↑↓↑↓

Small Head
↑↓↑↑→→→←

Unlock All Players
←↑←→↓→←↑

Unlock All Uniforms
↑↓→←↓→↓↑

Unlock All Teams
←→→↓↓←↑↑

Unlock All Stadiums
↓↑←→↑→↑↓

MX UNLEASHED
Unlock Supercross Tracks
STUPERCROSS

Unlock National Teams
ECONATION

Unlock Freestyle Tracks
BUSTBIG

Unlock Pro Physics
SWAPPIN

Unlock Expert AI
OBTGOFAST

Unlock All the Machines
MINIGAMES

Unlock the 50cc
BIGDOGS

Unlock AI Bowling
WRECKINGBALL

GameShark Codes

CRIMSON SEA 2
[M] Must Be On
94D11DF8 1F6E56CC

Infinite: Health
14C0996F 1E30551E

Max: Health
14C0996E 1E30551E

Max: Level
04409169 1E30758E

Max: Combo
14509173 9730153E

Max: Teos
2443D8C6 DEA15C9E

PSM EXCLUSIVE CODE:
All Yangqin Stories Told
14409A77 9F381C86

Max: Origin Points
14509372 97B0150E

Max: Sonic Aura Level
14D09369 963055BC

Max: Vulcan: Power
14D09069 9630558C

Max: Vulcan: Range
14D09069 963055AC

Max: Vulcan: Rapid
14D09068 9630559C

Max: Legion: Power
14D09069 963055BC

Max: Legion: Range
14D09369 9630550C

Max: Legion: Rapid
14D09369 9630552C

ONIMUSHA BLADE WARRIORS
[M] Must Be On
94C498A4 3B3E8132

Unlock: All Levels
1491F528 36F0179C
1411F528 36F017BC
1451D628 3670170C
1451D628 3670172C
1451D628 3670171C
1450D628 3670173C

Unlock: All Characters
240FEF96 EBCB1E17
240FEF96 EBCB1E37
240FEF96 EBCB1E87
240FEF96 EBCB1EA7
240FEF96 EBCB1E97
240FEF96 EBCB1EB7
2411F528 36F0170C
2411F528 36F0172C

PSM EXCLUSIVE CODE:
Mega Jump (Press L1+L1)
D4C03E77 9CF88C42
2498C3A8 3673556D

1 Kill For 40
D412B028 7670577C
1490B02A 3E70577C

Player 1: Infinite: Health
04D0982A B6F055DC

THE SUFFERING
[M] Must Be On
948017BC 773E80C6

Infinite: Health
24D0B6AE 8655C108
24DAF60A 1675C128
24D0B6AE 0655C119
249193E8 30B6C1A0

Infinite: Insanity
24C1AEBA 1676C039
24C4B62E 1B7E888A
24CBB6AA 1F56C1A9
2451B0E8 3036D742

Infinite: Ammo (No Reload)
24D091B4 BD3CD599

Infinite: Throwing Item Use
2490B428 36B4D1D8

Infinite: Flashlight Use
24909528 16B4D72C

Ninja Gaiden • Splinter Cell: Pandora Tomorrow • Unreal
Tournament 2004 • Battlefield Vietnam
Duty • Far Cry • Dead or Alive Ulti
Unreal II • Rallisport Challenge •
NVIDIA PC Gaming Zone
Crime • Tony Hawk's Und
Special Forces • Soul Calibu
Racing 2 • Top Spin • Amp
NFL Football • ES
Ninja Gaiden • Sp
IT'S THE LARGEST
VIDEO GAMES PARTY
YOU'VE EVER SEEN
AND IT'S COMING TO YOU
TIME TO WARM UP YOUR THUMBS
Las Cruces • Lubbock • McAllen • Austin
• Houston • Little Rock • Columbia
• St. Louis • Kansas City • Indianapolis
• Cincinnati • Columbus • Detroit • Chicago
• Cleveland • Philadelphia • Asbury Park
• Worcester • Washington • Norfolk
• Myrtle Beach • Raleigh • Los Angeles

Spike™ PRESENTS

GameRiot™

Powered By XBOX

Hourly competitions on stage with hot prizes
All you can play new and unreleased titles
Featuring Spike DJ Crossphada and Scratch DJ Academy

WWW.GAMERIOT.COM

SPONSORED BY

XBOX

© 2004 Microsoft Corporation. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

NVIDIA

AMD 64 Athlon FX

GAMESPOT
www.gamespot.com

©2004 Games Media Properties LLC.
Hands off our artwork, punks.

EBGAMES
electronics boutique
Hit EB Games for
a limited special offer!

PSM LETTERS

PSM Letters
c/o Future Network USA
150 North Hill Drive
Brisbane, CA, 94005 USA

E-mail:
psm@futurenetworkusa.com

LETTER OF THE MONTH

▲ Hey, James, if this ragtag band of adventurers can get along, so can PS2 and PC gamers in the land of Vana'diel.

W

James Worcester, slayingone@hotmail.com

RANDY'S TIP OF THE MONTH:
"Learning combos is one of the most important things a gamer must do in life. You have to know which one is best for any given situation. A double cheeseburger, fries, and a strawberry shake is simple, but effective. If you require a combo with a little more oomph, throw an order of stuffed jalepeños in between the fries and the shake. If you're going for the K.O., keep the peppers, but go for chili fries — that one'll knock anyone on their butt."

▲ "Hi! We just thought we'd drop in for some money... uh... coffee! We meant coffee... really!"

2D Or Not 2D?

I hadn't realized until after reading of SCEA's approval policy that things are going downhill for this graphics-whored industry. SCEA rejects a U.S. port of *Metal Slug 3* (a good 2D game) because of its "low quality graphics." Huh?

SCEA is rejecting 2D games left and right. All I see are either sequels to past hits, *GTA* clones, *Tony Hawk* clones or parallels, sports games, and tie-ins (*Enter The Matrix* and anything Bandai makes) .. all in 3D. SCEA rejected *Metal Slug 3* and *King of Fighters 2002*, but has and will always approve of Mary-Kate and Ashley Olsen games. How long are we to stomach the plethora of good-looking, terrible games? I'm reminded of this gross lack of originality when I see what games are on the cover of PSM. Another *Mortal Kombat*... in 3D . another *James Bond* . how many *Hitman* games does that come to?

Gan Ning, manixion@hotmail.com

RANDY: Last I checked, Gan, *MK: Deadly Alliance*, *007: Everything or Nothing*, and *Hitman 2* were all great games. Not all "2D" games are getting bumped, either — just checked out *La Pucelle Tactics* in this issue, or our preview of *King of Fighters* (it's polygonal, granted, but definitely still "old-school").

TalkBACK

EACH MONTH we post a new question on our website at **psmonline.com**, and print the best answers here in our Letters section. Give PSM a piece of your mind!

This Month's Question: "Give us your best pitch on a new, unique game character you've created."

I would create a character named Loserman! With the ability to trash-talk anybody who defeats him online, Loserman would fight evil with three-day old underwear and NACHOS!!

Ryan Linuma, Reno, NV

Easy, that would be "Eve," the nude biker.

Roberto Vasquez, Los Angeles, CA

Mo is a cave man and Larry is a modern day guy with a hat. If you copy my idea, I'll find out where you live and beat you to death.

Taylor, NY

Ex-Girlfriend, able to screw you over in a heart beat. Amazing, yes?

Justin Robertson, Benton, AR

Her name is Alexandra Raven. She's a sorceress. A rod is her chosen weapon, however she is adept at all types of weapons and combat. She's tall, with long black hair and grey eyes. Unfortunately, she suffers from amnesia, and can't remember anything that happened more than two years ago.

Audrey Tesch, Payne, OH

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!

▲ And with that, PSM narrowly avoided missing an issue... but Randy paid a hefty price.

▲ Poor Justin hadn't heard Bill's "this town's only big enough for one guy in a polo shirt" speech.

▲ That day saw what would be PSM's first (and last) game of Xtreme Indoor Soda Can Baseball.

▲ This, folks, is why we should all be thankful you can't use the EyeToy as a webcam in *FFXI*.

He's A Freeloader!

I recently saw this thing for the Gamecube called the Freeloader. It lets you play Japanese games. I was wondering if this will come out for the PS2 or can I do this already on my winter 2001 PS2?

Kevin, p.diguglielmo@comcast.net

ERIC There are several under-the-table gadgets that can enable you to play import games on a U.S. PS2, but because those devices usually also enable you to play pirated games as well, Sony frowns upon them. The only really legal way to do it is to buy a Japanese PS2, which really isn't all bad, because they're available in great color variants like translucent "midnight" blue and metallic gold.

Who's Gackt?

I'm not criticizing or anything, but it's true. You mentioned just about everything mentionable about *Bujingai*, except for Gackt. That's Gackt's body admirably pounded into polygons. That's Gackt's beautiful facade, the portrait of Japanese rock star androgyny, plastered to the main character's face. Those are Gackt's martial arts moves the main character is doing!

I'm not complaining. Wait.. Okay, yes, I am complaining, but only as a rabid fan of Gackt. I understand that you probably didn't say anything about Gackt because no one in America knows who Gackt is. I'm just complaining as a fan girl.

When exactly is *Bujingai* expected to come over here to America? Just wondering, so I can prepare myself for the heart attack I'll have in the store when I see the cover of the game.

Yami0204, datenshiryu@yahoo.com

RANDY Well, Yami, you'll be happy to know that *Bujingai* is coming to the States in May — something you would have known if you'd read our April and May issues. Unfortunately, not everyone in the U.S. of A. appreciates the androgynous musical wonder that is Gackt, so the fact that he "is" the main character in the game won't be pushed over here. Hopefully he'll at least get a mention in the credits.

The Weaker Sex?

I'm probably not your typical reader, I'm a 27 year old female — and I'm a hardcore gamer. What I'd like to know is the percentage of female subscribers compared to the male subscribers. I get two gaming magazines (I love yours, by the way), and I often feel overlooked as a female. Just remember, all you guys reading this at home, you are not always superior to us females when it comes to videogames. I've beaten a lot of teenage boys at different games. One more thing, your editors and art directors seem to be all men, have you ever had a woman on your "team"? I think you should have one!

Laura Redinger, gogordonbealjr@yahoo.com

RANDY You'd be surprised, Laura — nearly 10% of our readers are female. That may not sound like a lot, but given that most people think that games are only played by those possessing an extra chromosome, it's pretty darn impressive. To answer your second question, PSM has had one female editor in our history. Francesca Reyes, who's the executive editor of our official Xbox magazine, was once part of the PSM team.

He's Ending It All...

You were asked to name games with different endings, and well, you missed an important one! You forgot *Star Ocean 2*, which has over 80 different endings, all totally dependent on how you play. It's one of my favorite games. I've gotten 64 endings complete so far, and counting.

Jason Bolls, bolls_rpg_fan@yahoo.com

ERIC Holy cow, you're right! Thanks for reminding me of that. For the record, I think 80 might actually be too many different endings, but if you dig it, more power to ya!

Too Much Skin?

I was disappointed by the response you gave to a reader by the name of Sergio Chapa. He wrote in to complain about how sex and violence are often used to excess, usually to cover up games with horrible playability. I believe that Sergio was

GAMES WE WANT TO SEE

Omega Man

Capcom's legendary blue dynamo goes M-rated! Combining the talents of Mega Man creator Keiji Inafune and Resident Evil mastermind Shinji Mikami, Omega Man pits the spunky boy robot against the remnants of humanity, who have been turned into hideous sunlight-fearing zombies by the combined forces of Dr. Wily and Umbrella Corp. Building on the classic play mechanics of the series, the newly-dubbed Omega Man will be able to acquire new skills from defeated bosses, including the abilities to shoot toxic slime, and suck blood to regain his stamina.

▲ Most U.S. gamers don't know who Gackt is... and probably don't care.

I have a guy that does this thing, with this power, and he can do other stuff, too.

Tyler Moore, Clintwood, VA

His name is Ryan Smith. He's a loose cannon cop on the edge... and he has diapers. Noir to its core and his partner is Morrissey.

Nick Pierson, North Liberty, IA

Super Happy Elephant Monkey Man. What do you mean I'm on too much medication?

Brad Palenaude, Presque Isle, ME

OK, now everyone agrees on this... a radio-active, flying moose, with heat vision, and a wide arsenal at his disposal, is due for a game... right? Hello?

Nick W., San Diego, CA

Winterman... able to survive summer through the use of blenders, ice, and air conditioning.

Jesse Snyder, Breslau, ON

My character would be the best... instead of a square in *Pong*, I would have a triangle. Yeah! Yeah! How about that?

Trey Smith, Williamstown, NJ

I would make a star character fat, cuz no other game has a fat man in it.

Bijan Dosi, Irvine, CA

Wouldn't it just be awesome to play as the ponies in the *"My Little Pony"* series? Come on, like all of you haven't thought of that at least once. Right?

Andrew Rice, Claremont, CA

HARDCORE

More Hardcore Than You

I'm writing in response to your March Hardcore letter regarding *FFX-2*. While the writer is entitled to whatever opinion he has of the game, there were a few things he said that just made no sense. First off, he said he would have liked Cloud, Auron, or Tidus to be playable – hello? Has he played either game? Cloud is from *FFVII*, a completely unrelated game. Auron was revealed as an "unsent" spirit at the end of *FFX*, and was sent to the Farplane by Yuna, and the entire premise of *FFX-2* is that Tidus apparently DIED at the end of *FFX*. How could any of these characters be playable?

In regards to the need for more characters, the dress-up system means you have far more variety in your party than you would with a few more characters. Each job has unique characteristics and abilities, and each girl's costume looks different. They each MOVE and speak differently in every costume. Next time you choose a hardcore letter, make sure it's from someone who really IS hardcore.

Emily, emilyaliu@juno.com

ERIC Well, Emily, some arguments make more sense than others, but if Square had wanted to include summons, or characters like Cloud and Auron as playable, I'm sure they would have found a way to do it, even if it didn't quite make sense initially. Just look at *Kingdom Hearts* — it not only starred characters from different *FF* games, but at least one of them should have been dead. That was what Square wanted to do, so that's what Square did.

Anyhow, your letter serves as yet another example of the fact that, while everyone has his or her own opinion of each *Final Fantasy* game, the passion that gamers have for the series is constant and incomparable. No wonder we chose it as the best PlayStation franchise of all time.

ASK THE 800-LB. GORILLA

This e-mail isn't really about games, but about how girls react to boys who spend all their free time playing videogames. I have a lot of friends who are rather attractive girls, but whenever I ask any of them out, they say that being friends is enough. This goes for all my friends who are gamers, and I don't think that we act or look half-bad. One of my guy friends, who isn't into games at all, has a line of girls who want to go out with him. I want your opinion. Do girls who don't like games not like gamers?

Chris Allison, chrisfoff91@yahoo.com

BILL There are several diferent reasons why most girls don't like gamers, Chris, so I'll try to cover as many as I can in the space provided. Here goes...

Games cost money... a lot of money. Fifty bucks could buy a girl a nice, tasteful gift. Or it could buy a videogame... another noisy, stupid videogame.

Games take up a lot of time... time that could be spent selecting a nice, tasteful gift for your girl. Or it could be time wasted beating that Zaygor level boss.

Games burn up a lot of energy... energy that could be used by walking around the mall, searching for that perfect, tasteful gift for your girl. Or it could be energy wasted by yelling, screaming and having fun killing the entire Monkey Lobster horde.

Starting to see a theme here, Chris? It's the age old question: You wanna dance or do ya wanna play?

Have a question that requires a thoughtful, adult answer? Send an e-mail to bdonohue@futurenetworkusa.com, with "800-LB. Gorilla" in the Subject Line.

thinking, "If these bad games keep coming out and people keep buying them, then the industry might not even try to make good games. They'd just make crappy games, add in some breasts and they'd have a PS2 greatest hit!" I've got nothing against sex and violence, but when it's used to mask a downright boring game, that's a different story. As for your response to him, it's like Randy was saying "get used to it." Sure, early games like *Frogger* and *Space Invaders* were "violent," but graphics have changed a lot since then. There's a difference between forcing a frog to cross a busy street and forcing someone out of their car with a gun. Whatever the case, I'd rather have more game to play than more breasts and violence.

Mikey Hipolito, marlborokid@hmail.com

RANDY I didn't actually say "get used to it," but it is — unfortunately — something we'll certainly have to get used to seeing. As gamers, though, we can read reviews (which, last I checked, were supposed to let people know if a game's good or bad) and let the publishers of "controversial crap" know what we think by simply not buying it. I'm not sure if you were referencing *GTA* in your letter, but I don't think anyone can argue that the only reason *GTA3* and *Vice City* sold was the mature themes. They're simply great games that happen to be aimed at mature gamers. If all great-playing games have to be all-ages, that'd get boring fast for those of us over the age of 18.

Shrink Titles?

I've been posting questions in forums about the titles that go to each of the Xenosaga games. At one point, somebody mentioned the name Fredrich Nietzsche, a German philosopher. I searched and found several books written by him. Some of the books were titled *"Der Wille Zur Macht,"* which means *"The Will to Make"*, and another called *"Jenseits von Gut und Bose"* which translates to *"Beyond the Good and Evil"* Did the people at Namco get the titles for the *Xenosaga* series from the titles of Nietzche's books?

JJ, Jehuty9987@aol.com

ERIC That seems very likely, doesn't it? Nietzsche influenced a great many people, back in the days when folks actually read books and stuff.

BILL There was an old saying popular when people were reading books and stuff: Nietzsche is peachy, but Freud is enjoyed. Why aren't there any Freud-titled games?

Videogame Movies We Want To See...

RISE TO HONOR
Starring Jackie Chan

WINNING ELEVEN
A Spike Lee joint

JAK AND DAXTER
An action-packed comedy team-up of Jack Black and Chris Tucker

SOCOM
The sequel to *Navy SEALs*

MADDEN
Directed by Oliver Stone

GRAN TURISMO
A cross-country race for cash with an all-star cast!

TWISTED METAL
With Gary Busey as Sweettooth

LORD OF THE RINGS
Has "Best Picture" written all over it!

The game is, *"So NOW You Notice Me!?"* and the character's name is Katie, where I, er... SHE would get to kick the butts of guys that she likes who don't like her back. ERIN, I'M TALKING TO YOU!

Katie Walch, St. Paul, MN

The dreaded Barbara Streisand!

Caleb Bonney, Barrie, ON

He would be slightly blind and deaf (leading to HILARIOUS cutscenes), but be able to talk to animals and cook moderately well.

Scott Peters, San Jose, CA

I give you... The Blob. Easy to draw, and you don't have to worry about giving it any darn facial expressions.

Katy Hawking, Salem, OR

I don't create characters... I just play one on my PS2.

Jeff Bella, Grand Rapids, MI

I've created hundreds of videogame characters on paper. Too bad I don't really know how to describe them. But believe me, they were cool.

Kyle Funk, Manitwac WI

I created a hot girl whose top mysteriously falls off every 5 seconds.

Greg Sember, Ansonia, CT

I created this dude who throws tantrums instead of bombs or metal things, so he'll never run out of ammunition. If you don't like him, I'll hold my breath...

Qwauman Jones, Stamford, CT

PSM FAN ART

Every month we take a look at the coolest PlayStation 2 fan art from the hottest new talents. If you'd like to see your illustration printed here, send us a copy! (We'll take originals too, but we can't return them.) Address it to PSM Fan Art, c/o Future Network USA, 150 North Hill Drive, Brisbane, CA 94005. Or, even better, e-mail a hi-res version of the piece to us at psm@futurenetworkusa.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)

the BIG PIC

LEGACY OF KAIN *by* **Eric Tan**

▲ Crediting Ashley Woods' *(Contra: Shattered Soldier)* work as one of his artistic inspirations, animator Eric Tan of Kuala Lampur, Malaysia brings us one of the finest pieces of *Legacy of Kain: Defiance* artwork we've yet to see. To check out more of Eric (a.k.a. The Sorcerer's awesome videogame inspired art, visit www.geocities.com/sorcerychamber

■ Talented PSM reader DONNA BROWN brings us this great-looking version of one of her favorite villains: the ultra-creepy Claudia from *Silent Hill 3!*

It's good to see we're not the only ones who think *Nightshade's* Hibana is a cool character. Check out what JASON GRIMES did with her in this comic-style piece.

▲ QUOC PHU created this boarder with the ol' PSM smiley making a cameo!

▲ ZACK FINFROCK scores again with this take on super-agent Sam Fisher.

▲ This great illustration of *Guilty Gear X2's* Potemkin is the work of NATE HAHL.

My new character is Slow Reflex Man. He is asked to save the world in 10 days. It takes him 5 days to get out off his house. Will he be able to do it?

John Seckinger, Terre Haute, IN

He would look like me, but they could never make a character that good looking.

Dan Aultman, Flowood, MS

How about a character that works in retail sales and the only goal is to get through a workday without screaming at some insanely stupid person. Oh, wait... that's my job. I lose! :)

Regina, MA

The Brave Little Blender

Brandon Jackson, Louisville, KY

You play as a cat... that... um, sleeps... and stuff.

Lukas Fauwet, New York, NY

Commando Candy, the fully armed and graceful ballerina Rambo. She'll dance her way into your heart! She must fight legions of Lord of the Dance zombies.

David Cox, Salt Lake City, UT

I'd create a blue triangle with a stick and the power to eat tofu.

Dustin Dustin, Santa Rosa, CA

You see, he's called The Dynamic Toe Sucker, and what he does is... oops, got the wrong magazine...

Vincent Petrulli, Palos Verdes, CA

PSM RESET

THIS ISSUE'S OVER, BUT ANOTHER ONE IS ALREADY ON THE WAY ▶ JUNE 2004

NEXT MONTH

Is it even possible? Couldn't the very fabric of time and space itself be ruptured? ANOTHER earth-shaking WORLD EXCLUSIVE first-look at a MASSIVE new game in next month's PSM?! We're willing to take the fate of the world, nay the universe in our hands to bring it to you, so you know it's going to be big. Have we let you down yet? We're dealing with dangerous powers here, folks, so stay on the alert, and we'll see you in 30!

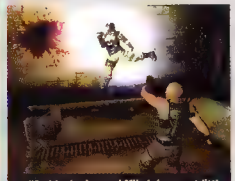
WRITE THIS CAPTION!

▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

Just down a funny caption for the above screen, and if we like yours the best, we'll send you a PSM Prize Pack filled with cool PlayStation 2 goodies! Just send an e-mail with your entry to **psm@futurenetworkusa.com**, with the subject header **"PSM Caption #85"** (or send your entry to **PSM Caption #85, c/o Future Network USA, Brisbane, CA 94005**). Be sure to include your full name and address so we can contact you if you win!

AND THE WINNER IS...

DAVID LITCHMAN of Patterson, NY is the winner of our February Caption Contest. David, your PSM Prize Pack is on the way!



▲ "Suddenly, Joe and Mike's innocent little game of Musical Chairs turned ugly..."

3 YEARS AGO IN PSM

June, 2001 • Issue #45

Return To Silent Hill

Stephen Platt's cover illustration certainly set the tone for our June, 2001 issue of PSM. We not only covered *Silent Hill 2* with a hands-on preview and exclusive screens, but we also had the inside info on a bunch of horror-based games, like *Resident Evil Code: Veronica*, *Extermination*, *Devil May Cry* and *Run Like Hell*. Scary, indeed!

We then proceeded to scare the crap out of our competition with our coverage of the Tokyo Game Show (booth babes, anyone?), and our news coverage of the PS3's chipset.

Then there was that little feature that showed all of the *MGS 2* fans what they'd missed (and we hadn't) on their way through that first exciting demo. Man, that was an issue!

▲ With a weapon of choice and guns drawn, our June cover's hero is ready to duel it out with the Evil Dead.

PSM

June 2004 • Vol 8, No. 6 • Issue 85

ISSN:1095-4163

EDITORIAL STAFF
Chris Slate Editor-In-Chief
Bill Donohue Managing Editor
Randy Nelson Executive Editor
Eric Bratcher Senior Editor
Kaiser Hwang Associate Editor
Dan Fitzpatrick Art Director
Gary Liew Associate Art Director
Editorial Contributors Enid Burns, Jeremy Dunham, Francesca Reyes, Andy Eddy, Jeff Lundrigan, Doug Trueman, Rob Smith, Bret Elston, Justin Cheng

PRODUCTION STAFF
Richard Lesovoy Production Director
Glenn Sadin Production Coordinator

CIRCULATION STAFF
Kate Bailey Group Circulation Director
Amy Leder Circulation Director
Mimi Hall Newsstand Director
Janet Anastasio Direct Marketing Specialist
Mary Nicklin New Business Manager
Siara Nazir Asst. Billing & Renewal Manager
Katie Cole Marketing Manager

ADVERTISING STAFF
Andy Swanson Publisher
aswanson@futurenetworkusa.com
Eric Markow Consumer Sales Director
emarkow@futurenetworkusa.com (212) 768-2966
Anika Cunningham Mgr, Consumer Sales & Marketing
acunningham@futurenetworkusa.com (310) 546-5508
Stacy Brenner Custom Publishing Director
sbrenner@futurenetworkusa.com (562) 983-8078
Michelle Torrey Regional Sales Director
mtorrey@futurenetworkusa.com (415) 656-8533
Shawna Rogers Account Executive
srogers@futurenetworkusa.com (415) 656-8558
Bru Montgomery Regional Sales Director
dmontgomery@futurenetworkusa.com (415) 656-8405
Holly Heal Account Executive
hheal@futurenetworkusa.com (212) 768-2966
Carrie Michaelson, Ad Services Manager
cmichaelson@futurenetworkusa.com (415) 656-8422

PSM Customer Care
P.O. Box 5154
Harlan, Iowa 51593-0654
1-800-477-0484
For Subscription Problems Only!
psmcustserv@cdsfulfillment.com
http://service.futurenetworkusa.com/

PSM: 100% Independent PlayStation 2 Magazine is published 13 times a year by The Future Network USA, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Canada Post Publications Mail Agreement #40043631. Returns: 4960-2 Walker Road, Windsor ON N9A 6J3 Basic subscription rates: one year (13 issues) $20 U.S., Canada $34 U.S. (Canadian price includes GST (GST #128220688), foreign $44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PS2 & PlayStation Magazine, P.O. Box 5154, Harlan, IA 51593-0654.

Copyright 2004. The Future Network USA. All rights reserved. Reproduction in whole or part is prohibited. The Future Network USA is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA. CPC Int'l Pub Mail # 1195484.

Audit Bureau of Circulations Member

ESRB

future network usa — Media with Passion

Future Network USA
150 North Hill Dr., Brisbane, CA 94005
(415) 468-4684
www.futurenetworkusa.com

PRESIDENT	Jonathan Simpson-Bint
VP/CFO	Tom Valentino
VP/GENERAL COUNSEL	Charles Schug
VP/CIRCULATION	Holly Klinger
PUBLISHING DIRECTOR (GAMES)	Simon Whitcombe
PUBLISHING DIRECTOR (TECHNOLOGY)	Chris Coelho
EDITORIAL DIRECTOR (TECHNOLOGY)	Joe Phillips
EDITORIAL DIRECTOR (MUSIC)	Brad Tolinski
DIRECTOR OF CENTRAL SERVICES	Nancy Durlester
PRODUCTION DIRECTOR	Richie Lesovoy

Future Network USA is part of The Future Network PLC

THE FUTURE NETWORK PLC
30 Monmouth St, Bath, Avon, BA1 2BW, ENGLAND
www.thefuturenetwork.plc.uk

NON-EXECUTIVE CHAIRMAN	Roger Parry
CHIEF EXECUTIVE	Greg Ingham
GROUP FINANCE DIRECTOR	John Bowman

"Each day we make it, we make it better than we did the day before, because we're usually fresher first thing in the morning."

Buying a Video Game?

Play the game that's right for you!

We can give Tiger Woods a tennis racket, but he knows that golf is the game that's right for him. So how does Tiger know which computer and video games are OK to play? He checks the rating on every game box...And so should you!

Computer and video game ratings have two parts: **rating symbols**, which tell you what age group the game is appropriate for, and **content descriptors**, which tell you about specific content elements that may be of interest or concern.

So the next time you're choosing a game, check the rating and the content descriptors. And like Tiger Woods, play the game that's right for you.

ESRB

ENTERTAINMENT SOFTWARE RATING BOARD

www.esrb.org

CHECK THE RATINGS ON EVERY VIDEO GAME BOX

EARLY CHILDHOOD — CONTENT RATED BY ESRB

EVERYONE — CONTENT RATED BY ESRB

TEEN — CONTENT RATED BY ESRB

MATURE 17+ — CONTENT RATED BY ESRB

ADULTS ONLY 18+ — CONTENT RATED BY ESRB

ON FRONT

ON BACK

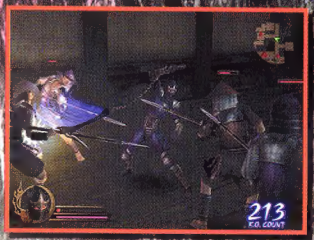
EVERYONE

E

Comic Mischief
Mild Lyrics

ESRB CONTENT RATING www.esrb.org

KOEI
www.koei.com
The Sword Will Shape a Man and a Nation's Destiny
SAMURAI WARRIORS
戦国無双
TACTICAL ACTION
Time flows from day to night. Seasons change. Swords will rise and men will fall. From the creators of Kessen™ and Dynasty Warriors®, Samurai Warriors™ recounts tales of valor and betrayal in Medieval Japan. Cherry blossoms cascade onto springtime battlegrounds. Traps lay hidden in noble castles. Battle through 30 scenarios prepared to lose and you will emerge victorious. With multiple endings you have the power to change a nation's destiny.
Samurai Warriors, Kessen, Dynasty Warriors, and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2004 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and /or in other countries and are used under license from Microsoft. The ratings icon is a trademark of the Entertainment Software Association. "Dolby," "Pro Logic" and the double-D symbol are trademarks of Dolby Laboratories.
www.samurai-warriors.com



New Auto Formation System changes castle level maps each time you play!

Create and train your own character in New Officer Mode!

New Active Mission System triggers a multitude of objectives! Over 500 mission variations!

Produced by Omega Force

DOLBY PRO LOGIC II

XBOX

PlayStation®2

TEEN T CONTENT RATED BY ESRB

Suggestive Themes
Violence

JEAN RENO AND TAKESHI KANESHIRO

TWO HEROES, ONE DESTINY

500 BC 1000 AD 2100 AD

100 BC 500 AD 1500 AD

THE FINAL BATTLE BEGINS.

Starring international acting sensations, Jean Reno as Jacques Blanc and Takeshi Kaneshiro as Samanosuke, Onimusha 3 Demon Siege is the final chapter in the Onimusha Trilogy. Two heroes from different lands, travel through time and space to defeat the evil Nobunaga and his hordes of darkness. Control the fate of both men as you journey from 16th Century Japan to modern day Paris and back. The final chapter in the Onimusha trilogy begins.

MATURE 17+ M CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

PlayStation.2

CAPCOM

capcom.com/onimusha3

Character Samanosuke by ©Fu Long Production, ©CAPCOM CO., LTD. 2004 ©CAPCOM U.S.A., INC. 2004 ALL RIGHTS RESERVED. CAPCOM and the Capcom logo are registered trademarks of Capcom Co., Ltd. ONIMUSHA is a trademark of Capcom Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are owned by their respective owners.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!